WARHAMMER

RULEBOOK

WARHAMMER®

The Game of Fantasy Battles

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INTRODUCTION

The Warhammer world is a realm of hideous Daemons and arcane sorcery, mighty champions and vast armies, all embroiled in a brutal era of warfare and conquest. Warhammer, the Game of Fantasy Battles, brings all this action to your tabletop. You command armies of miniatures in a game that promises bold manoeuvre, daring riposte and untold slaughter.

The game of Warhammer makes you the general of an army of Citadel miniatures. Regiments of resplendent High Elves, the ragged hordes of ravenous ratmen known as Skaven, the Undead legions of the Vampire Counts or any of the other dozen army types, march, manoeuvre and charge into the fray on your orders. At your command, hails of arrows and eldritch bolts of magic are unleashed upon the foe. But it is in the brutal close quarters of combat that most battles must be won, by stalwart troops and legendary heroes.

HOW THIS BOOK WORKS

This book lays out the full rules for how to move, shoot, cast magic and fight with your models. In addition to the core 'how to play' rules you'll find rules for monsters, heroes, weapon types, war machines, terrain, allies, army selection rules and, of course, how to go about playing a battle.

To clarify rules along the way you will find both illustrative diagrams and helpful side notes with practical advice scattered throughout the book.

WHAT YOU NEED

Between yourself and your opponent, you will need to have the following things to recreate the bloody battles of the Warhammer world:

ARMIES OF CITADEL MINIATURES

Both you and your opponent will need an army to battle with! From fast, lithe armies like Dark Elves that mix infantry, cavalry, and monsters to the slow but solid infantry lines and devastating war machines of a Dwarf army, Warhammer has over a dozen army types to choose from. Each force is different and characterful in its own right, but best of all each army can be built in countless combinations. Players can choose their favourite models, exploit a favourite game tactic or collect as their whims dictate. No two armies need be alike.

It might take a while to amass a large collection of painted figures, but a finished army gloriously arrayed upon a battlefield is a rewarding sight and well worth the effort.

In this battle an Empire army, including war machines and mounted knights, takes on an invasion of Chaos Warriors bolstered by hideous beasts and even a Giant. The fate of this village hangs in the balance.

RULEBOOK

When first learning how to play you'll find yourself consulting the Rulebook fairly often during the course of a battle. After a few matches, however, the bulk of gameplay will become second nature and you'll soon find that you only need to check the book for occasional reference or to find clarification for an unusual game situation.

TAPE MEASURE

The bounce of a cannonball, the flight of a Griffon, the charge of a regiment of knights mounted atop giant lizards or the range of a wizard's fireball are all measured in inches. A tape measure or other measuring device marked in inches is therefore a necessity.

A BATTLEFIELD

What turns your flat surface into a battlefield is the addition of terrain. This could consist of any number of strange magical features such as a fungal forest, a river of blood, a fell temple to some dark power, or the heaped skull-totems of a barbaric race. You will need at least a few terrain pieces to play Warhammer because the tactical demands that terrain puts on commanders is an important and exciting part of the game (although when you're starting out, many gamers use piles of books for hills, cardboard boxes for buildings and other stand-in solutions). Often the player who can best read the 'lay of the land' to his army's advantage wins the battle.

TEMPLATES

Some weapons, such as stone throwers or the highly feared Flame Cannon of the Dwarfs, affect a large area and can destroy many models at once. By placing the correctly sized template in place, players can determine how many models are hit.

A PLAYING SURFACE

Any flat surface can become the battlefield for armies to fight over. A dedicated playing space is ideal, but a kitchen table, flat workbench or even the floor will do. Try to avoid having to disassemble an ongoing battle to accommodate a family meal or, in the case of a 'floor war', having some of your troops trodden upon by unwary interlopers.

MOVEMENT TRAYS

In Warhammer a grouped formation of troops is called a unit. Some units can be fairly large, consisting of 20, 30 or even more models. Moving these models individually can take quite a bit of time, so many players keep the units 'blocked' together by use of a base or movement tray. These can be custom-made or bought and will greatly aid moving larger units – don't field a horde without them!

These units are ranked up on movement trays, making it easy for a player to move then around.

The gaming table shown here is the Citadel Realm of Battle Gameboard, which is made up of 2' by 2' tiles that can be rearranged in different configurations to vary your battles.

All the scenic pieces on top of the gaming table are plastic Citadel kits, assembled and painted just like the model soldiers themselves.

PEN & PAPER

In the midst of a bloody Warhammer battle it is easy to forget key information. Having pen and paper handy so you can jot down how many wounds have been inflicted upon large monsters, or which unit has been cursed with an ongoing spell, will allow you to get on with the game instead of trying to remember minutia.

DICE

Warhammer uses six-sided dice to work out effects such as combat and shooting. It's useful to have quite a few dice on hand as combats are tumultuous affairs requiring fistfuls of dice to be rolled at a time. A few differently coloured dice are handy to work out specific rolls for heroes. You will also need an artillery dice and a scatter dice to work out certain spell and war machine effects (see page 7).

MUSTERING YOUR FORCES

Warhammer is a game of armies clashing on the tabletop. In order to play, you'll need an army of your own, but which will you choose? Perhaps a black-hearted and monster-filled force of Dark Elves, or an army from Bretonnia, the knights bedecked in armour and magnificent heraldry, the magically animated Tomb King hordes or ironclad elite Warriors of Chaos?

Nick Bayton, long-time fan of the Chaos Warriors army, makes a selection from the Games Workshop Warhammer World store.

The new regiment of Chaos Knights assembled, undercoated, and with a first coat of paint.

Over a few more sessions, Nick finishes painting his new miniatures.

Warhammer presents over a dozen army types, each with its own unique look, troop types, game rules, and defining attributes. For instance, a High Elf army is characterised by its relatively low numbers of highly skilled warriors, its wide choice of fighting elites, and its access to elegant, yet deadly monsters like Dragons and Griffons. High Elves are masters of powerful, but largely defensive magic. Conversely, the chaotic ratmen known as Skaven are a horde army – a fighting force whose common tactic is to swamp their enemies with an expendable tide of cheap troops. Mixed in with the massed assaults are devastating, but occasionally self-destructing arcane war machines. Skaven magic is wildly offensive but occasionally risky to its own side.

Not only is there a wide variety of different army types with varying characteristics to choose from, but each army is itself made up of many unique troop choices and options. It is possible to compose armies of the same type in countless different and rewarding ways. So how do you choose an army and how big should it be?

There are as many different reasons to choose an army as there are gamers. Some collect armies based on the look of the models, the army's tactics or special rules, or perhaps the force's background or ethos. Some players can't settle on a single force and purchase miniatures from a spectrum of different armies. The only 'right way' is the method that feels right for you.

Right: An Empire army including infantry, cavalry, and a powerful Bright Wizard.

Above: Jeremy Vetock's Orc & Goblin army has grown very large indeed, and includes pieces of 'Orcy' terrain and specially converted monsters.

It is possible to start playing small games of Warhammer with an army made up of three to four units, including a model to represent the army's General – the hero (or villain!) that is commanding the force. Such a game can be played within an hour. There is no upwards limit to the size of an army and some particularly avid collectors can field massive forces that include hundreds or even thousands of models. In addition, many players are fortunate enough to have amassed more than one army to game with.

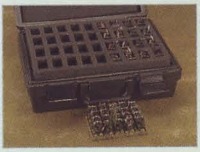
WARHAMMER ARMIES

Players seeking more information about a chosen army should reference the Warhammer Armies books. Each book in this supplemental series focuses on a single army, providing in-depth background, a bestiary that lists all the troop types and their rules, plus new magical weapons and other items, expertly painted example models, and an army list that will help you to organise your army.

UNBRIDLED ZEAL

Unless you too are bitten by the collecting bug, it is hard to understand (or explain!) the passion a player will put into his army. Competitive players hone their forces by playing many practice matches, forever tweaking their army selection between games and agonising over equipment options. Top model painters lavish incredible levels of detail upon each and every model, spending particular attention to the centrepiece figures like monsters and leaders.

Some enthusiasts read and re-read every scrap of background text, pondering how their force fits into the Warhammer world, perhaps even making up their own stories. Everyone studies the available Citadel miniatures and the inspirational examples painted by the 'Eavy Metal team. Many catalogue their existing collection (sometimes in their heads, sometimes on paper), plan out future purchases, and look forward with anticipation to their next painting or gaming session.



Nick transports his Chaos Warriors army to battle safely in a figure case.

The new regiment fights in its first Warhammer battle – and does rather well!

FIGHTING A BATTLE

So what is it like to play a Warhammer battle? The next few pages will give you a general idea – running through the stages of setting up the battlefield, deploying the armies, fighting out the battle, and determining if you have won glorious victory or suffered ignominious defeat.

SETTING UP THE BATTLE

Once you and your opponent have your armies mustered ready for battle, the first step in playing a game of Warhammer is setting up the battlefield.

Both players work together to place pieces of terrain on the tabletop, representing haunted forests, rocky hills and magical monuments. The best battlefields not only pose tactical challenges to the players, but also look great. This is your chance to set the scene of your battle and bring a bit of the Warhammer world alive.

As neither Mat nor Jervis yet knows which side of the table their army will start on, they set up the terrain so that both sides have benefits and disadvantages.

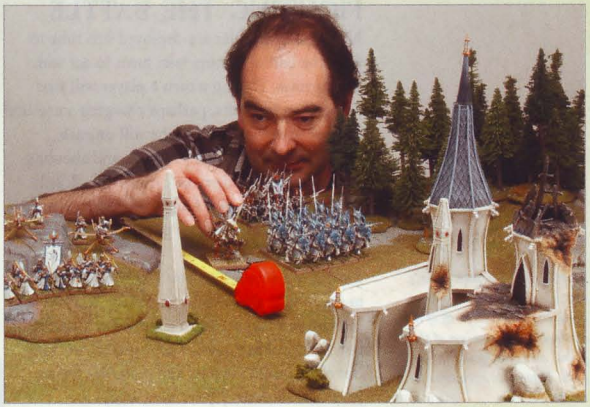
This battle was fought between a Skaven army played by Mat Ward and a High Elf force commanded by Jervis Johnson. Jervis and Mat set up their battlefield to represent a once-peaceful corner of Ulthuan, the island home of the High Elves. The obelisks are Elven Waystones and the building in the centre is a Wizard's Tower, filled with arcane secrets.

Wizards in close proximity to Elven Waystones gain extra power.

THE ARMIES DEPLOY

With the terrain set up it is now time to choose table sides and deploy armies. Each player rolls a dice and whoever rolls highest picks the side of the table he wishes his army to start on. The player that lost the dice roll will set up on the opposite side. The two players then take it in turns to place their regiments, war machines, monsters, etc.

This is where you must start applying tactical thought – from which direction will the enemy troops advance? Is there high ground from which archers or war machines can rain death upon the foe? Can your models reach any special terrain features that grant useful benefits to your army? In other words, how can you best exploit the lay of the land to give your army a better chance of destroying your enemy?



Jervis places his Elven Prince on Griffon on the battlefield, ensuring this important model is out of the range of the dangerous Skaven war machines.

Some units, like these Shadow Warriors, have special rules, allowing them to set up outside of their deployment zone before the game begins.

Mat deployed his Skaven army with a strong attacking centre and fast expendable flanks. Jervis countered with hard, fast units on his flanks and all his shooting troops around a hill in the middle.

FIGHTING THE BATTLE

Now that both sides are deployed it is time to fight the battle! Players take turns to act with their armies. During a turn a player will first manoeuvre his units, perhaps charging some into combat with the foe. Next he will unleash magical spells from his Wizards, and shooting attacks such as archery or cannon-fire. Lastly, any close combats are fought out, after which his turn is over and the other player takes his turn.

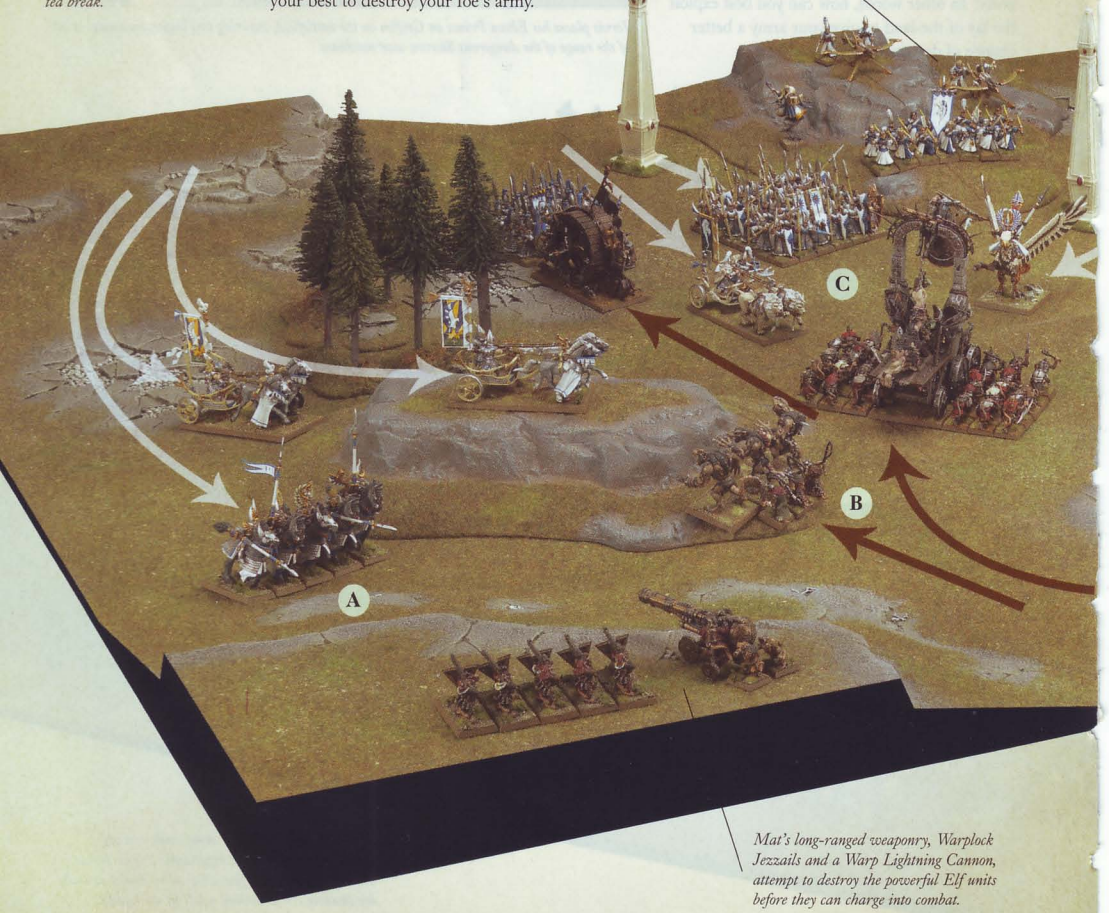
During the game both players kept up a steady steam of chat about the back and forth of the battle, the shortcomings of their plans, and their good (or bad) luck. There was even time for a tea break.

During your own turn you will be busy trying to apply your masterful battle plan. You will be moving models, measuring the range of potential bowfire (or other missiles and spells), working out close combat results and generally trying your best to destroy your foe's army.

During your opponent's turn, in addition to watching him trying to dismantle your forces, you will have to make various dice rolls, such as testing to see if your armour protects you, if you can dispel enemy magic or if any of your units panic due to the onslaught of the foe.

Casualties – models that are slain over the course of the battle – are removed from play and placed somewhere safe off the battlefield. Thus, as the game progresses, units dwindle in size or disappear altogether in the bloody fighting.

Jervis used his Archers and Repeater Bolt Throwers on the hill to slay many Skaven.



Mat's long-ranged weaponry, Warplock Jezzails and a Warp Lightning Cannon, attempt to destroy the powerful Elf units before they can charge into combat.

When selecting his army Mat chose a Grey Seer (a powerful Wizard) mounted atop the Screaming Bell, a notorious Skaven war machine. He placed this powerful combination into a horde of Skaven Clanrats, making for a very destructive unit.

Battle Key

A The Elven flank takes casualties from Warplock Jezzails but advances into charge range.
B The Rat Ogres defend the rear of the large Skaven unit.
C Three Elven units line up charges against the formidable Skaven regiment with the Screaming Bell.
D The High Elf Phoenix Guard and Skaven Stormvermin square off, ready for bitter combat.
E Sneaky Skaven Gutter Runners advance into the Wizard's Tower.
F A Doomwheel kills the Shadow Warriors and crashes through into the Elven Dragon Princes.

Additional Skaven units move up to support the Doomwheel.

After shaking hands both players retired to Bugman's for a drink and a chance to talk about the game – discussing the 'what-ifs' of the battle and lamenting the failure of critical dice rolls.

VICTORY

After six turns, the Warhammer battle is concluded. There are set rules to work out who has won, but often it will be obvious – one side's troops will be mostly dead or fleeing, perhaps with their General slain.

Regardless of outcome, conqueror or vanquished, it is customary to shake your opponent's hand.

A full Warhammer battle report – detailing the cut and thrust of a game – as well as information on all aspects of Warhammer, can be found at:

www.games-workshop.com

THE RULES

This section starts with the basic rules as they apply to the most common type of model – infantry. This means you can get playing as quickly as possible, learning to move, cast spells, shoot and fight in close combat with your models without having to read for hours first.

Don't worry about trying to memorise all the rules – you'll get by in most games with the basics of Movement, Magic, Shooting and Close Combat. Other 'layers' of rules, only come into play under particular circumstances, or in regard to other types of models, such as thundering chariots, mighty monsters, courageous heroes and devastating war machines.

From there, the only limits are your imagination and your dreams of conquest. This section, therefore, is more than a mere set of rules – it is your first step on the path to becoming a Warhammer general...

Written by Mat Ward.

OVERVIEW OF THE GAME

This page simply summarises the sequence of playing a Warhammer battle, and points you to the relevant parts of the book that explain how each stage works.

1. MUSTER YOUR FORCES

You will need two armies to play a Warhammer battle, so the first thing to do is assemble your forces. You can simply use all the models in your collection, but most players use the system of points values and army lists to ensure their forces are evenly matched for a closely fought game. This system is explained in the Choosing Your Army chapter on page 132.

2. CHOOSE A PITCHED BATTLE

The Fighting a Warhammer Battle chapter on page 140 presents six 'pitched battles'. Each of these explains how to play a slightly different type of battle, ranging from a straightforward clash of battlelines to a fight in a mountain pass or the defence of a watchtower. Players can roll a dice to decide which pitched battle they will play or simply choose one.

3. SET UP THE BATTLEFIELD

Next, you will need a battlefield, be it the kitchen table, the floor or a fully modelled wargames board. The players set up terrain for their armies to fight over, representing haunted woods, fortified watchtowers and other strange features that make up the landscape of the Warhammer world. How to do this is also covered in the Fighting a Warhammer Battle chapter.

4. DEPLOY ARMIES

The two armies are deployed facing each other across the battlefield, ready to fight. Details on how to deploy can be found in the Fighting a Warhammer Battle chapter on page 140.

Each of the pitched battles includes a map showing you where on the table each player can place his models, and also tells you which side will take the first turn of the game.

5. FIGHT!

Fight out the battle, with players taking turns to act with their army, using the rules that follow. This section starts with basic rules that apply to all models, and cover the standard sequence of moving, shooting and fighting. These basic rules are all you will need for infantry models, and will get you by for your first game or two. They are followed by extra rules that apply only to certain models such as monsters, heroes or warriors armed with unusual weapons. Finally there is a chapter that explains the effects of the fantastical terrain of the Warhammer world.

6. DETERMINE THE WINNER

Each pitched battle explains how many turns to play for and how to work out who has won the game. In most cases the victor is the side that has destroyed more of the enemy, and so it is often obvious who has won, as the other side's army is in tatters – dead or fleeing! Other battles are decided by seizing enemy banners or capturing a watchtower. Whatever the outcome, only a rematch will give you the chance for further glory or sweet revenge.

The Most Important Rule

In a game of the size and complexity of Warhammer, there are bound to be occasions where a situation is not covered by the rules, or you can't seem to find the right page. Even if you know the rule, sometimes it is just a really close call, and players don't agree on the precise outcome.

Nobody wants to waste valuable gaming time arguing, so be prepared to interpret a rule or come up with a suitable solution for yourselves (in a manner befitting gentlemen, of course). If you find that you and your opponent cannot agree on the application of a rule, roll a dice to see whose interpretation will apply for the remainder of the game – on a result of 1-3 player A gets to decide, on a 4-6 player B decides. Then you can get on with the fighting! Once the game is over, you can happily continue your discussion as to the finer points of the rules.

MODELS & UNITS

The Citadel miniatures used to play games of Warhammer are referred to as 'models' in the rules that follow. Models represent a huge variety of troops, ranging from cowardly Goblins and noble Elves, to mighty Dragons. Each model is an individual playing piece with its own skills and capabilities. To reflect all the differences between such warriors, each model has its own characteristics profile.

CHARACTERISTICS OF MODELS

Warhammer uses nine different statistics or characteristics to describe the various attributes of the different models. All characteristics are rated on a scale from 0 to 10 – they cannot go below 0 or rise above 10.

MOVEMENT ALLOWANCE (M)

Often called Move, this shows the number of inches a model can move on the battlefield under normal circumstances. For example, a Man with a Move of 4 (M4) can move up to 4" when moving at full rate. A horse moves far faster and therefore has M8.

WEAPON SKILL (WS)

This defines how accomplished or skilled a warrior is with his weapons, or how determined and vicious a monster is. The higher the score, the more likely the model is to hit an opponent in close combat. An ordinary Man has WS3, whilst a battle-hardened hero might have WS4, WS5 or possibly even higher!

BALLISTIC SKILL (BS)

This shows how accurate a warrior is with ranged weapons such as bows or handguns. The higher this value is, the easier a creature finds it to hit with missile attacks. An ordinary Man has BS3, but a keen-eyed Elf has BS4. Some monsters have natural weapons that can be used at range (they might spit venom, for example) and they often use BS to determine whether they hit or not.

STRENGTH (S)

Strength gives a measure of how strong a creature is. An exceptionally puny creature might have a Strength characteristic of 1, while a mighty Giant has S6. Men have S3. Strength tells you how hard a model can hit and how easily it can hurt an opponent it has struck in close combat.

TOUGHNESS (T)

This is a measure of a creature's ability to resist physical damage and pain, and reflects such factors as the resilience of a creature's flesh, hide or skin. The tougher a model is, the better it can withstand an enemy's blows. A normal Man has T3, but a creature such as a Treeman, with tough wooden flesh, has an incredible T6!

WOUNDS (W)

This shows how much damage a creature can take before it dies or is so badly hurt that it can't fight any more. Most men and man-sized models have a Wounds characteristic value of 1. Large monsters and mighty heroes are often able to withstand several wounds that would slay a smaller creature, and so have W2, W3, W4 or even more.

INITIATIVE (I)

This indicates how fast a creature can react. Creatures with a low Initiative score (Orcs, with Initiative 2) are slow and cumbersome, while creatures with a high Initiative score (Elves, with Initiative 5) are quicker and more agile. Humans have Initiative 3. In close combat, Initiative dictates the order in which creatures strike.

ATTACKS (A)

This shows the number of times a creature attacks during close combat. Most warriors and creatures have an Attacks value of 1, although some elite troops, monsters or heroes may be able to strike several times and have A2, A3 or more.

LEADERSHIP (Ld)

Leadership shows how courageous, determined, and self-controlled a model is. A creature with a low value is very unruly or cowardly, to say the least! Men have Ld7, which is average, whilst easily scared Night Goblins have a Leadership value of only 5.

The Spirit of the Game

You'll realise soon that Warhammer is different to any other game you have played. It is important to remember that the rules are just a framework to create an enjoyable game. Winning at any cost is less important than making sure both players – not just the victor – have a good time. What's more, Warhammer calls on a lot from you, the player. Your job isn't just to follow the rules, it's also to add your own ideas and sense of fun to the game. Much of the appeal of Warhammer lies in the freedom and open-endedness that this allows, and it is in this spirit that the rules have been written.

THE CHARACTERISTICS PROFILE

Orc Boy

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

Empire Halberdier

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

High Elf Spearman

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	1	5	1	8

Skaven Clanrat

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	5

Every Warhammer model has a profile that lists the value of its different characteristics. The examples left show the profiles for an Orc, a Man, an Elf and a Skaven.

As you can see, an Orc and a Man are similar in many respects. They both move at the same speed (4"), and they both have the same Weapon Skill and Ballistic Skill values, which means they are very evenly matched in combat. Both have the same Strength value, so they can deliver blows with equal potency. When it comes to Toughness, however, the Orc wins over the Man – the Orc's value is 4 compared to 3. This is not a vast difference, but it does make the Orc better able to withstand blows and gives it the edge in any hand-to-hand fighting.

Both creatures have 1 Wound, which is the normal value for man-sized creatures. The Orc loses out, however, when it comes to Initiative. This is not a terrible disadvantage, but it does mean that the Man will get to strike his blows before the Orc does when they get stuck into hand-to-hand fighting. Both races have the same Leadership of 7, which is average.

The Skaven is noticeably quicker than a Man or an Orc, with both Movement and Initiative values higher. However, the Skaven ratmen are distinctly cowardly, with their Leadership of 5. The Elf meanwhile is clearly superior, with above-average Movement, Weapon Skill, Ballistic Skill, Initiative and Leadership characteristics. Only Strength and Toughness remain at a normal level for these elite warriors.

OTHER IMPORTANT INFORMATION

In addition to its characteristics profile, each model will have a troop type, such as infantry or cavalry, which we discuss in more depth on page 80. It might also have a save of some kind, representing any armour or magical protection it might have, and it could be carrying one or more shooting or close combat weapons (see page 88) or might have one or more special rules (see page 66). Don't worry about any of this for now – for the moment it's enough that you know about these aspects of the model.

CHARACTERISTICS OF ZERO

Some creatures have been given a value of '0' (often shown as a dash: '–') for certain characteristics, which means that they have no ability whatsoever in that skill. This usually applies to creatures unable to use missile weapons, so they have BS0 or BS-, but it might equally well apply to other characteristics too. For example, some creatures or war machines may have no Attacks (A0 or A-).

If any creature or object has a Weapon Skill of 0 then it is unable to defend itself in close combat, and any blows struck against it will therefore automatically hit.

If at any time a model's Strength, Toughness or Wounds are reduced to 0 or less by magic or a special rule, it is slain and removed from play.

FORMING UNITS

The models that make up your Warhammer army must be organised into 'units'. A unit usually consists of several models that have banded together, but a single, powerful model such as a lone character, a chariot or a Dragon, a war machine and its crew, and so on, are also considered to be a unit.

A unit consists of 1 or more models that are arranged in orthogonal base contact with each other, which is a fancy way of saying 'edge-to-edge and front corner to front corner'. See the diagrams below – it's much clearer as a picture than in it is in words.

All models in a unit must face the same direction.

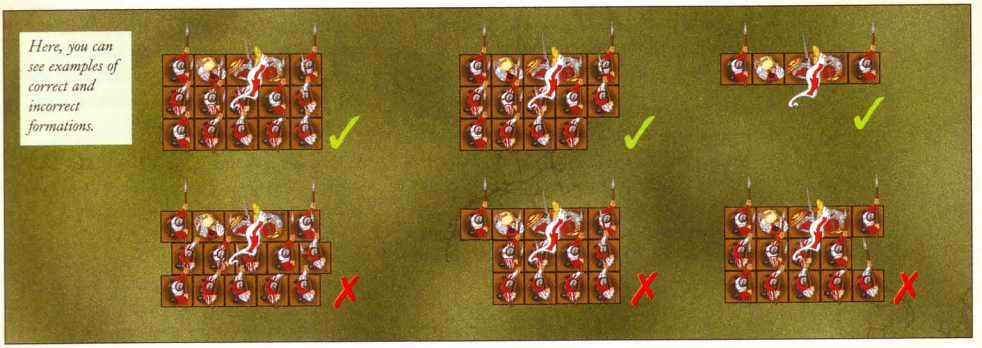
In addition, all models in the unit must be arranged in a formation that consists of one or more horizontal lines, called ranks and a number of vertical lines, called files. This is why we often refer to basic warriors as 'rank and file' troops.

As far as possible there must be the same number of models in each rank. Where this is not possible it must be the rear rank that has fewer models. Once formed into a unit, the models move and fight as a single entity for the rest of the battle.

Facing Front

It's normally easy to tell which direction a model is facing – he'll (it'll?) be aligned squarely with one of his base's edges.

Sometimes, however, it's not so clear. This doesn't tend to be a problem in a unit, where all the models are assumed to face the same way (and a command group can normally be found in the front rank). If you have a single model, such as a monster or character, whose facing is not obvious, make sure that your opponent can tell which way it's facing – it could prove crucial in the battle!



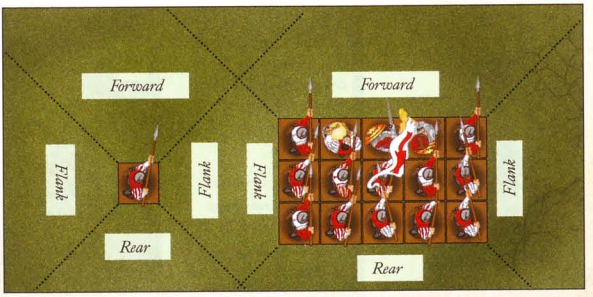
REMOVING CASUALTIES

Some of the models in a unit (probably quite a lot of them) will die as the battle progresses. When casualties occur, models are removed from the back rank of the unit. If the unit is reduced to a single rank, casualties must be removed evenly from either end of the line.

UNIT FACING

Last, but not least, a model has a forward, flank and rear arc based on the direction that it is facing. We'll be using this later to work out what the model can attack, as well as calculating which side of the model an enemy will be able to charge as the game goes on.

A model's forward (or 'front'), flank and rear arcs extend out from its corners at 45° angles, forming four 90° quadrants, as shown here. A unit's facings therefore are determined by the facing of its constituent models.



GENERAL PRINCIPLES

We're almost ready to dive into the turn sequence that drives the bloody business of Warhammer. However, before we begin, there are few basic ideas and game mechanics that it's worth discussing. These are essentially principles that are so broad that they pop up again and again while you're playing a game, so it makes a lot of sense to establish them before getting caught up in the more specialised rules that you'll find later on.

MEASURING DISTANCES

In Warhammer, distances are measured in inches (") with a tape measure. You can always check the distance before you declare an action, such as charging or shooting.

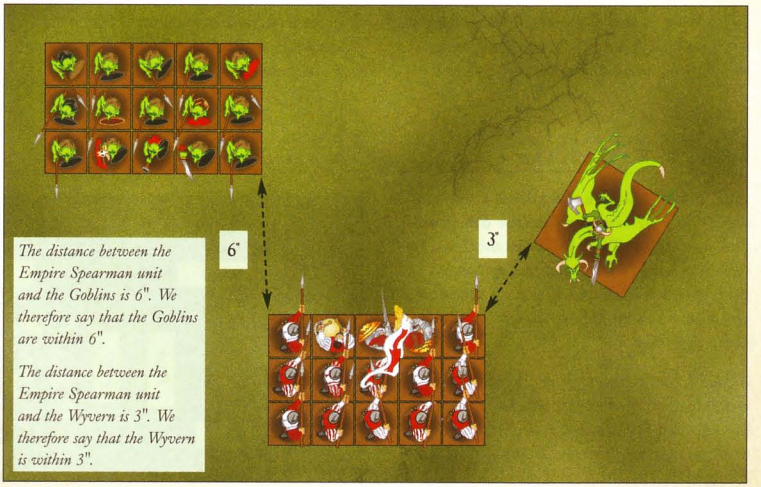
This allows you to check whether your units are in range of their target before they launch an attack. After all, our warriors are all led by experienced campaigners and we can assume that they can accurately judge the range of their weapons, even if we, their generals, cannot (one does not, after all, keep a dog and then bark himself).

Distances between models and all other objects (which can be other models, terrain features and so on...) are always measured from closest point on one base to the closest point on the other base.

Distances between units are always measured to and from the closest models in each of the units (see diagram below). Sometimes units will be mounted on movement trays for ease of use. Nevertheless, always use the model's base, and not the movement tray, as the reference point when taking your measurements.

So, for example, if any part of a model's base is within 6" of the base of an enemy model, the two models are said to be within 6" of each other.

Sometimes the rules will call upon a unit to move directly towards another unit, or some other feature on the battlefield. Where this is the case, draw an imaginary line between the centre of the unit and its destination, and move the unit forward along this line a number of inches equal to the distance stated.



The distance between the Empire Spearman unit and the Goblins is 6". We therefore say that the Goblins are within 6".

The distance between the Empire Spearman unit and the Wyvern is 3". We therefore say that the Wyvern is within 3".

Skeleton Warrior

DICE

You'll often need to roll dice to see how the actions of your models turn out – how effective their shooting is, what damage they've done in close combat, and so on.

Almost all the dice rolls in Warhammer use standard six-sided dice, also known as D6, but there are some exceptions as noted below.

ROLLING A D3

In rare circumstance you may be told to roll a D3. As there's no such thing as a three-sided dice, use the following method to determine a score between 1 and 3. Roll a D6 and halve the score, rounding up. Thus 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

ARTILLERY DICE AND SCATTER DICE

Warhammer uses two special dice: the artillery dice (marked 2, 4, 6, 8, 10 and Misfire) and a scatter dice (marked with arrows and Hit! symbols). These dice are mostly used to represent the effects of various war machines, such as cannon and stone throwers.

Note that, except where clearly specified, the artillery and scatter dice cannot be re-rolled. We've not talked about re-rolls yet, but we will do shortly.

DIVIDING TO CONQUER

Sometimes you'll be called upon to divide the result of a dice roll, a characteristic or some other value. Where this happens, any fractions should always be rounded up. So a 2D6 roll of 7, halved, would be a result of 4 (3.5 rounded up). Similarly, 10% of a unit of fifty one models, rounded up, would be 6 models.

MODIFYING DICE ROLLS

Sometimes, you may have to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1. Roll the dice and add or subtract the number given to or from the score (as appropriate) to get the final result. For example, D6+2 means roll a dice an add 2 to the score, giving a total between 3 and 8. You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6 and so on. Roll the indicated number of dice and add the scores together, so a 2D6 roll is two dice rolled and added together for a score of 2-12. Another method is to multiply the score of a dice by a certain amount, such as D6x5 for a total of between 5 and 30.

RE-ROLL

In some situations, the rules allow you to pick up and re-roll a dice. This is exactly what it sounds like – pick up the dice you wish to re-roll, and roll it again. The second score counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once, regardless of the source of the re-roll.

If you re-roll a single 2D6 or 3D6 roll, you must re-roll all of the dice and not just some of them, unless the rule granting the re-roll specifies otherwise.

ROLL-OFF

If the rules require players to roll-off, this simply means that each player rolls a dice and the player that scores the highest result wins the roll-off. If the players roll the same result, both dice must be re-rolled again until one player is the winner – any modifiers that applied to the first dice roll are also applied to any further rolls.

RANDOMISING

Sometimes you'll be called upon to randomly select something – often a model, but sometimes a magic item, a spell or similar. Where this is the case, simply assign a D6 result to each of the things the random selection must be made from, and roll the dice to make your random choice. If you have fewer than six items to randomise between, simply re-roll any unassigned results until you roll an assigned number.

For example, a player has to randomly select one of five models. He assigns each model a number between 1 and 5, and rolls a D6, re-rolling results of 6 until he gets a number between 1 and 5.

Misfire!

It's common practice for players to refer to the artillery dice as a 'misfire dice' – chiefly because you can guarantee that it'll roll a misfire at the most inappropriate moment. Conversely, more superstitious players refer to it slavishly as an artillery dice, simply because they believe that saying the word 'misfire' is enough to jinx a forthcoming dice roll. Thus has been borne the convention that it is an 'artillery' dice when you roll it, and a 'misfire' dice when your opponent does.

Chaos Warrior

TEMPLATES

Some spells and war machines are so powerful that they don't just target a single model or unit, but have an 'area effect' which might encompass (and often utterly devastate!) several different units. To better represent these, Warhammer uses a series of three different templates:

- A small round template (3" in diameter)
- A large round template (5" in diameter)
- A flame template (a teardrop-shaped template roughly 8" long)

In the Island of Blood boxed set we have included transparent plastic versions of these templates to use in your games.

The templates are used as a way of determining whether or not models have been hit by an attack that has an area of effect or blast radius. When an attack uses a template, it will explain how the template is positioned, including any kind of scatter that might occur (scatter is discussed more completely next in this section). To work out which models are hit, you normally need to hold the template over an enemy unit or a particular point on the battlefield, and then look underneath to see which models' bases lie partially or completely underneath the template.

Normally, any model that is fully or even partially underneath the template is hit automatically with the effect described in the special rules for the attack. Some models, such as characters riding chariots and monsters, might have several different locations that can normally be hit separately – in these cases a template is assumed to hit all the locations on the model. Remember that a model's base is counted as being part of the model itself, so all a template has to do to cause a hit on all the model's locations is to touch its base.

SCATTER

Sometimes a rule will call for an object (a template, counter or even a unit) to be placed on the battlefield and then scattered. When this occurs, follow this procedure:

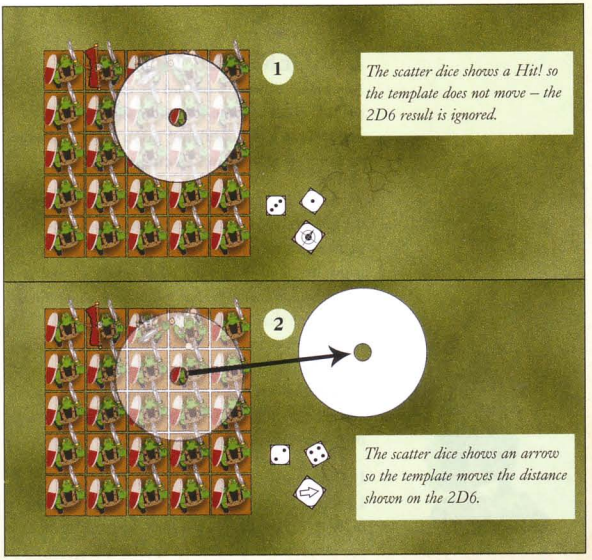
Place the object on the battlefield, as instructed by the rule. Roll a scatter dice to determine the direction of scatter, and any other dice required by the rule to determine the scatter distance. For example, if something is said to 'scatter 2D6" in a random direction' then you'd roll the scatter dice for the direction and 2D6" for the distance. It's normally a good idea to roll these as close to the scattering object as possible, to minimise the inaccuracy that will inevitably creep in as you attempt to match the vector.

If a Hit! is rolled on the scatter dice, the object does not move – leave it in place and resolve the rest of the rule.

If an arrow is rolled, move the object in the direction of the arrow and the distance (in inches) shown on the other dice, ignoring intervening terrain, units, etc, unless the rule states otherwise. Once the object has scattered to its final position, you can resolve the effects of the rule.

Note that war machines usually use the artillery dice to determine the distance scattered.

Night Goblin Shaman



Is it Natural?
You'll notice that some of the rules refer to a 'natural' dice roll – this refers to the actual number the dice rolled, ignoring any modifiers that might apply. This phrase is quite useful as there are quite a few dice modifiers sloshing around in the Warhammer rules, and we sometimes want the dice scores themselves (without the modifiers) rather than the total result (including the modifiers).

CHARACTERISTIC TESTS

A model will sometimes be called upon to take a characteristic test. Such a test could be applied against any characteristic the model has, save Leadership. A Toughness test is a characteristic test, as is a Strength test or an Initiative test, and so on.

Models will not normally have a choice of which characteristic they must use – the characteristic to be tested will be specified in the rule.

To make a characteristic test, roll a D6 and compare the score to the relevant characteristic in the model's profile. If the score is equal to or less than the number in the profile, the test is passed with no ill effect. If the score is greater than the number in the model's profile, the test has been failed, and something nasty will occur, as detailed in the rule that called for the test.

Where a model (or a unit) has more than one value for the same characteristic, as is the case with cavalry, for example, a characteristic test is always taken against the highest of the values.

AUTOMATIC PASS AND FAIL

When taking a characteristic test a natural roll of 6 is always a failure, and a natural 1 is always a success, regardless of any other modifiers. However, if the model has a characteristic of 0 or – it automatically fails the test.

LEADERSHIP TESTS

At certain times, a model or unit might be called upon to take a Leadership test. This represents them drawing upon their courage to face disheartening circumstances.

To take a Leadership test, roll 2D6. If the result is equal to or less than the model's Leadership value, then the test has been passed. If the result is greater than the model's Leadership value, a suitably dire consequence will occur, as detailed in the rule that called for the test. This will normally involve the unit turning tail and fleeing from the enemy. Note that a natural, unmodified, roll of 2 (i.e. rolling a double 1) is always considered to be a pass, regardless of any modifiers that might apply.

If a unit includes models with different Leadership values, always use the one with the highest Leadership – warriors naturally look to the most steadfast of their number for guidance.

Wood Elf Glade Guard

LINE OF SIGHT

Line of sight determines what a model can 'see'. Many situations call for you to determine whether or not a model has line of sight. A model normally needs line of sight whenever it wishes to attack an enemy, whether with sword, spell or bow.

Line of sight literally represents your warriors' view of the enemy – they must be able to see their foe through, under or over the battlefield terrain, and other models (friendly or enemy).

For one model to have line of sight to another, you must be able to trace an unblocked line from its eyes to any part of the body (i.e. the head, torso, arms or legs) of the target.

Sometimes, all that will be visible of a model is a weapon, banner or other ornament he is carrying. In these cases, the model is not visible. Similarly, we ignore wings and tails, even though they are technically part of a model's body. These rules are intended to ensure that models don't get penalised for having impressive banners, swords, and so on.

Naturally, you can't ask your models what they can see – they're plastic and metal, so a reply will be some considerable time in coming – therefore you'll have to work it out on their behalf. In many cases, this will be obvious – if there's a hill or building in the way, the enemy might be blatantly out of sight. In other cases, two units will be clearly in view of each other as there is nothing at all in the way. On those other occasions where it's not obvious whether or not one unit can see another, the player will have to stoop over the battlefield for a 'model's eye view'. This means getting down to the level of your warriors, taking in the battlefield from their perspective to 'see what they can see'.

SEQUENCING

Whilst every effort has been made to make sure that the sequencing of rules is utterly clear, occasionally you'll find that two or more rules are to be resolved at the same time – normally 'at the start of the Movement phase' or similar. When this happens, and the wording is not explicit as to which rule is resolved first, then the player whose turn it is chooses the order.

BASIC RULES AND ADVANCED RULES

Dwarf Warrior

Finally, it's worth remembering that the rules for Warhammer are broken up into two distinct halves: basic rules and advanced rules.

Basic rules apply to all the models in the game, unless specifically stated otherwise. They include the rules for movement, shooting, close combat and so on, as well as the rules for Panic tests. These are all the rules you'll need for your average infantry model.

Advanced rules apply to specific types of model, whether because they have a special kind of weapon (such as a spear), unusual skills (such as flaming attacks or the ability to regenerate damaged flesh), because they are different to their fellows (such as a standard bearer or a mighty hero), or because they are not normal infantry models (a knight, a cannon or even a Dragon). The advanced rules that apply to a unit are indicated in the entry for the unit in their relevant Warhammer Armies book.

BASIC VERSUS ADVANCED

Where rules apply to a specific model, they always override any contradicting basic rules. For example, the basic rules state that a model must take Panic test under certain situations. If, however, that model has a rule that makes it immune to Panic, then it does not test for Panic – the advanced rule takes precedence.

On rare occasions, a conflict will arise between a rule in this rulebook, and one printed in a Warhammer Armies book. Where this occurs, the rule printed in the Warhammer Armies book always takes precedence.

THE TURN

A Warhammer battle is a chaotic thing. Units of bellowing warriors charge and counter-charge, hacking at the foe with axe, sword and cleaver. The ground trembles to the hooves of galloping cavalry. Archers blacken the skies with arrows, cannons belch forth death and puissant sorcerers wield devastating magics.

In order to turn the maelstrom of battle into a manageable game, players alternate moving and fighting with their units. So, one player will move and fight with his forces first, and then the opponent will move and fight. This process is then repeated, with the first player moving and fighting again, and so on until the game is done.

During his turn, a player can usually move and fight will all of his units. For convenience and flow of game play, we divide a player's turn into four main phases: Movement, Magic, Shooting and Close Combat.

This means you move any models you want to first, then cast spells, then shoot and finally resolve any close combats. This process helps to keep track of what is going on and makes it easier to know when one player's actions are over and the opponent can start his turn (and take his revenge).

TURN SUMMARY

1. MOVEMENT PHASE

Here, you move any of your units that are capable of doing so. See the Movement rules on page 13 for more details of how to do this.

2. MAGIC PHASE

In the Magic phase your Wizards can cast spells, whilst your opponent attempts to dispel them. See the Magic rules on page 28 for more details on casting spells.

3. SHOOTING PHASE

You now shoot with any of your units that are capable of doing so. See the Shooting rules on page 38 for more details on how to resolve this.

4. CLOSE COMBAT PHASE

During the Close Combat phase all troops in close combat fight. This is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting close combats can be found in the Close Combat rules on page 46.

Tomb Guard Standard Bearer

THE TURN SEQUENCE

In a complete game turn, both players get a player turn, each divided into the Movement, Magic, Shooting and Close Combat phases, as shown opposite.

One game turn will therefore comprise two player turns, each with its own Movement, Magic, Shooting and Close Combat phases. Whenever a rule refers to a 'turn', whether in this book, a Warhammer Armies book or an expansion, it means 'player turn', otherwise it will specifically state 'game turn'.

EXCEPTIONS

While playing your game of Warhammer, you'll occasionally discover exceptions to the general turn sequence laid out above, when things are worked out as they occur rather than in any strict order, or perhaps that both players will have to do something at the same time. Occasionally the actions of one player will trigger the sudden appearance of a particular troop type, or may activate some special rule or occurrence. When this happens, the exceptional rule will contain all the information you need to resolve it.

MOVEMENT

Mastery of the Movement phase is vital to your victory on the battlefield. It is in this phase that you'll attempt to outmanoeuvre your foe, by moving your archers and cavalry units to where they can best dominate the battlefield, positioning regiments to threaten the enemy flank and charging your warriors into close combat when the time is right. The Movement phase is broken down into four sub-phases: Start of Turn, Charge, Compulsory Moves and Remaining Moves, as shown below.

Moving an army is an important and often decisive part of the Warhammer game. When opposing commanders are well matched, movement can be as challenging and satisfying as a good game of chess. However, unlike a chessboard, the tabletop is not divided into exact squares. Instead, movement is determined using a measuring tape or ruler.

This chapter starts with the common rules for moving units on the tabletop and making basic manoeuvres, before diving into the sequence of the Movement phase itself. The same rules govern almost all movement.

Any exceptions that apply to chargers and fleeing troops are discussed in the relevant sub-phase. Also, a few units move in a special way (flying creatures for example). These are exceptions to the usual rules which, for the sake of convenience, are discussed later in the book.

MOVING YOUR UNITS

A unit can move straight forward any distance up to its Movement value (M) in inches.

In Warhammer, a basic move for any model, and therefore any unit of models, is to move forward a number of inches up to their Movement characteristic.

Remember that individual models are not permitted to leave their units and so a unit effectively moves as a single entity. If, for whatever reason, there is more than one Move characteristic in the unit, then the entire unit is treated as having the same Move value as the slowest model.

Units are cumbersome, and find it hard to change direction. Models (and units) must move forward in a straight line, unless performing a manoeuvre, which we'll discuss in a moment.

1" APART

Whilst moving, a unit is not allowed to approach closer than 1" to another unit, friend or foe, or impassable terrain.

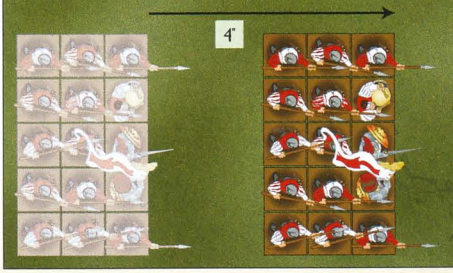
This rule is purely for clarity. It's important to be able to tell at a glance where one unit stops and another begins. If they're too close together, this can be particularly difficult – especially if both units look the same. Similarly, in the case of two units from opposing sides, the 1" apart rule makes it absolutely clear whether or not the two units are merely close to one another (in which case there will be an inch between them) or in close combat (they'll be in base contact).

You'll notice that this rule does not apply to the charge moves discussed later. This is quite sensible, as the whole point of charging is to get a unit into base contact with an enemy. Occasionally, a unit will have approached to within 1" of a unit it did not charge as the result of moving into contact with a unit it did charge. This is perfectly acceptable, although players may wish to nudge the units further apart to maintain a suitable degree of clarity.

Give 'em an Inch...

For many years, gamers have noted the ease with which their opponents have mis-measured, all the while trusting to their own precision. The truth of the matter is, of course, that we all make measuring mistakes from time to time – the odd imprecision is inevitable. The best attitude is to be as precise as you can in your own measurements, be tolerant of any genuine mistakes made by your opponent and to measure the distances for any crucial action before any models are moved or dice are rolled. Of course, if your opponent consistently tries to take advantage in this manner, he's clearly not someone you want to play again.

When moving models it is a common mistake to measure the distance from the front of the base and then place the model so the back of its base is on the far side of the tape measure. This is incorrect, as it adds the entire length of the model's base (or the unit's bases) to the distance moved.



Always use a common measuring point – in this example, the front of the first rank.

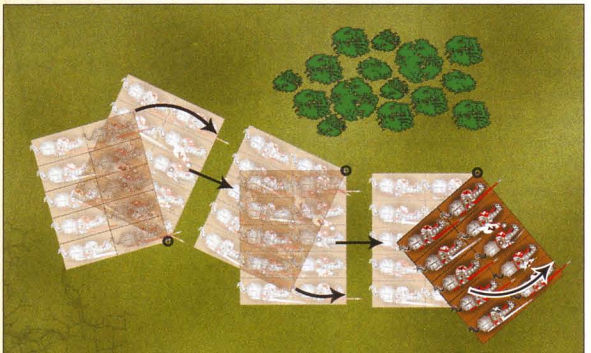
Dark Elf Spearman

MANOEUVRES

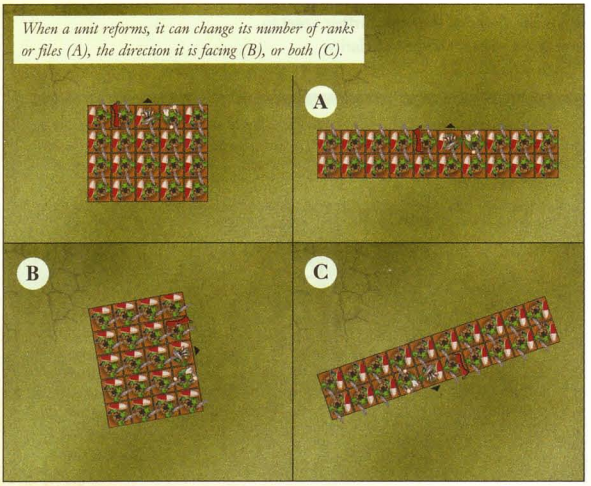
There are two specific manoeuvres that enable a unit to change direction or rearrange its ranks: wheel and reform.

As with a normal move, a unit cannot carry out a manoeuvre if doing so would take it to within 1" of another unit.

Also, none of the models in the unit may move more than twice their Movement rate as a result of a manoeuvre (i.e. Men with Move 4 can move up to 8").



To wheel, one corner of the formation is moved forward while leaving the opposite corner stationary to act as a pivot. The unit swings round the wheel and completes the manoeuvre facing a different direction. Here we see a unit making three wheels to move round a wood.



When a unit reforms, it can change its number of ranks or files (A), the direction it is facing (B), or both (C).

WHEEL

A wheel manoeuvre is a basic turn performed by pivoting the unit around one of its front corners.

Performing a wheel is often the best way of making a modest alteration to the direction a unit is facing whilst still being able to advance. When performing a wheel, the leading edge of the formation moves forward, pivoting round one of the front corners. The unit swings round like the spoke of a turning wheel and completes the manoeuvre facing a different direction. You don't need to measure the distance wheeled by a charging unit, but during the Remaining Moves sub-phase, wheels are measured as follows:

When a unit performs a wheel, every model counts as having moved as far as the outside model. Once the wheel is complete, you may use any movement that the unit has remaining. A unit that is not charging can wheel several times during its move, and indeed can mix forward movement and wheeling, as long as it has enough movement to do so. Units are not allowed to wheel backwards.

REFORM

You can completely rearrange your unit, so that it is facing in any direction, by giving up all other movement and shooting.

A unit of troops can change the direction in which it is facing and rearrange its formation all at once by means of a manoeuvre called a reform. The leader issues the order to adopt a new formation and the troops move to assume their new positions.

Keeping the centre point of the unit the same, arrange the unit into a new formation of as many ranks as you please, facing whichever direction you wish. Remember that none of the models in the unit can move more than twice their Movement rate.

A reform is a complicated manoeuvre and ordinarily prevents the unit from moving any further that turn, and also stops it from firing missile weapons in the Shooting phase. However, it's worth noting that if the unit has a musician, there is a chance it will be able to carry out the reform and still be able to move, and even shoot if it has the appropriate weapons (see page 95 for more details).

THE MOVEMENT PHASE SEQUENCE

Work your way through the sub-phases shown in the summary on the left. The units in your army can act in whatever order you wish within each sub-phase, providing that you complete one sub-phase before moving onto the next.

Each unit will normally only be allowed to act in one sub-phase (with the exception of Start of Turn) unless it has special rules that permit it to do otherwise.

THE FIRST TURN

At the very start of a battle, it is unlikely that there will be any units in range to charge, and there shouldn't be any fleeing models just yet either.

This means that unless some specific special rules are in play, or you have a model such as a Chaos Spawn that always moves in the Compulsory Moves sub-phase, you can skip straight to remaining moves in the first player turn.

MOVEMENT PHASE SUMMARY

1. START OF TURN

Some models have particular actions they must take at the start of the turn.

2. CHARGE

The player can now attempt to have his units charge into close combat.

3. COMPULSORY MOVES

Sometimes a player has no choice over whether or not or how to move a unit, most commonly when they are fleeing.

4. REMAINING MOVES

As the name suggests, this is where all other movement is resolved – 'normal' moves, for want of a better phrase.

1. START OF TURN

The player first resolves any actions or rules that must happen at the start of the turn.

Some warriors will have special actions they have to perform at the start of the turn (Orcs and Goblins have to test for Animosity, for example). Such rules are not common, and their details will be clearly stated in the relevant Warhammer Armies book. If you don't have any actions to perform during the Start of Turn sub-phase, it's worth using it as a tide break (or breathing space) between one turn and the next where you can remove stray casualties, errant dice and all the other bits of gaming detritus that builds up on the battlefield as the game goes on.

Chances of Charging

To maximise your chances of making a successful charge, it's worth knowing that your average charge range will be equal to the unit's Move value added to 7 (this being the statistically most likely result of rolling 2D6). So, for example, a unit of Skaven (Move 5) is quite likely to charge around 12". A shorter distance is a safer bet, but if attempting a longer charge, you will need a bit of extra luck on your side.

2. CHARGE

The Charge sub-phase is perhaps the most important part of the Movement phase – this is where you'll unleash your forces to the bloody work of close combat. Battles can be won or lost on the timing of a charge. Charge too soon, and your troops will tire and lose momentum before they reach the enemy and the charge will fall short; wait too long and the enemy will instead charge you; but choose the right moment and the momentum of the charge will sweep your warriors to glorious victory.

In this sub-phase, you'll choose one of your units and declare the charge you want it to make. Your opponent will then have the chance to have his unit hold its ground or react to the charge, either by standing and shooting or fleeing.

Once the charge reaction has been resolved, you can nominate another of your units to declare a charge, and so on, until all of your charges have been declared and reacted to – then you get to make your charge rolls and resolve the charges.

DECLARE CHARGE

The player picks one of his units and announces which enemy unit it will charge. The enemy must make its charge reaction before another charge can be declared.

The first thing you need to do in the charge sub-phase is to declare any charges you wish to make. Except in a few unusual circumstances, you are never forced to charge. It's almost always your decision, so don't let a glib-tongued opponent tell you otherwise! However, charging is the only way for units to reach close combat with the foe. If you want to attack an enemy then you must charge him – you simply cannot move into close combat without having declared a charge.

To declare a charge you must indicate which of your units is charging, and which enemy unit it is going to charge. For example, you might wish to declare that your Skaven Clanrat unit is charging the High Elf Spearmen.

You're always allowed to measure the distance between the charger and the potential chargee before declaring the charge, as this might well affect your decision whether or not to declare a charge!

When you declare a charge, one or more of the models in your unit must be able to trace a line of sight to the enemy unit, and the target must lie at least partially within the charging unit's front arc.

CAN I CHARGE?

Not all units can charge. The most common reason for a unit being unable to charge is because it is already fighting in close combat, but other circumstances, such as fleeing, or the effect of a special rule, can also prevent a unit from declaring a charge. These other situations are fairly rare, and they will be clearly explained when you encounter them.

A unit cannot declare an impossible charge – i.e. one that it cannot possibly complete, either because the enemy unit is outside of the chargers' maximum possible charge range, or because intervening obstructions make it impossible for the unit to make a charge move that allows it to move into contact. Note that if such obstruction is another unit, and there is a chance that the intervening unit will move out of the chargers' way before the charge is completed, the charge is 'possible', and therefore can be declared (remember that you still need to see the target to declare the charge though!).

To make such a judgement, you'll need to know how a charge move is completed (see page 18).

CHARGE REACTION

An enemy unit that has had a charge declared against it must hold or perform a charge reaction – shooting at the chargers or retreating from the threat. Once the charge reaction is complete, the charging player can declare a charge with another unit, until he has declared all the charges he wishes to.

When you declare a charge, the target unit isn't necessarily going to sit there passively waiting for your warriors to bear down on it, oh no!

Depending on the target's armament and general fighting ability, it might choose to steel itself for the charge's impact, all the better to fight off the attackers, fire a volley of arrows or other missiles into the oncoming chargers, or simply decide to opt for discretionary valour and flee from the foe.

CHARGE SUMMARY

i. Declare a charge.

ii. Resolve charge reaction.

iii. Go back to step i. until all units you wish to charge have done so.

iv. Move all charging units, in any order you like.

The response your unit makes when a charge is declared is referred to as a charge reaction. As your opponent declares a charge, you can declare a charge reaction for your charged unit. There are two types of charge reaction: Stand and Shoot and Flee! A unit that does not make a charge reaction is always considered to Hold.

HOLD

If a unit Holds, it stands fast in place to receive the charge.

A unit will normally elect to Hold if it has no missile weapons and fancies its chances in the coming fight. Units that are already in close combat can only Hold. Holding units stay exactly as they are and await the charging foe.

STAND AND SHOOT

If a unit elects to perform a Stand and Shoot reaction it readies its missile weapons and gives the charging unit a swift volley. Obviously, a Stand and Shoot reaction can only be declared if the unit has missile weapons of some kind.

As the unit requires time to aim and fire its weapons, a Stand and Shoot reaction can only be declared if the range to the enemy is greater than the charging unit's Move characteristic.

For example, if a unit of Orcs (Move 4) declares a charge against a unit of Empire Handgunners, the Handgunners can only declare a Stand and Shoot if the Orcs are more than 4" away.

If a Stand and Shoot charge reaction is declared, the unit makes a normal, although out of sequence, shooting attack against the charging unit (see the Shooting Phase on page 38 for more details on shooting attacks). Once the shooting attack, and any Panic test caused by it (see page 62), have been resolved, the unit is treated as having declared a hold reaction.

A Stand and Shoot reaction can be declared against an enemy unit that starts its charge outside the firing unit's maximum range – the shooting is resolved normally assuming the enemy is just within maximum range of the shooting unit's shortest-ranged weapon. If the charge fails, for whatever reason, we assume that the chargers closed to within the weapons' maximum range before being driven off.

In most cases, there's no downside to a Stand and Shoot over simply holding. You'll probably manage to pick off a few enemies as they charge, so it's normally a good idea to shoot if you can.

FLEE!

Finally, a Flee! reaction is exactly what it sounds like: the unit turns tail and runs rather than receive the charge.

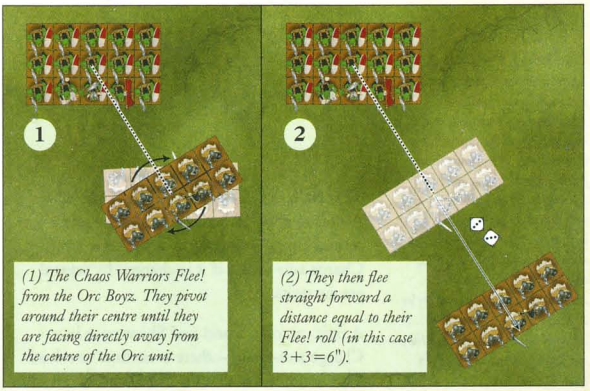
You'll normally want to declare a Flee! reaction if you think that your unit has no chance of surviving the ensuing fight. A Flee! reaction is not always voluntary – units that are already fleeing must declare a Flee! reaction, and certain terrifying creatures may force an otherwise steady to unit to Flee! instead of other options (see the rules for Terror on page 78).

If a unit chooses a Flee! reaction, for whatever reason, use the following procedure:

- Immediately turn the unit about its centre so that it is facing directly away from the centre of the charging enemy unit (ignore other units or impassable terrain). This turn is 'free' and does not reduce the distance the unit will flee.

- After turning, the unit flees 2D6" in the direction it is facing, as described under Move Fleeing Units in the Compulsory Moves sub-phase (see page 25).

It should be noted that a Flee! reaction does not guarantee escape from oncoming chargers. If the fleeing unit rolls poorly and the chargers roll well, the fleeing unit might yet be caught, as we'll discuss later.



(1) The Chaos Warriors Flee! from the Orc Boyz. They pivot around their centre until they are facing directly away from the centre of the Orc unit.

(2) They then flee straight forward a distance equal to their Flee! roll (in this case 3+3=6").

Let me just get something from my wagon...

Fleeing isn't just the last resort of cowards and scoundrels. A canny general can use a timely Flee! to pull a hot-blooded enemy out of their battleline and into a trap, there to be pounced on and annihilated. Of course, such measures aren't without risk – your fleeing unit might never rally and, worse, could spark panic up and down your own battleline.

Crypt Ghoul

REDIRECTING THE CHARGE

If the target unit declares a Flee! reaction, the charging unit now has a choice: it can either attempt to complete the charge against the now-fleeing unit, or try to redirect its charge by making a Leadership test. If the test is failed, the charging unit must attempt to complete the charge against its original target. If the test is passed, however, the charging unit can declare a fresh charge against another viable target (the chargee may declare a charge reaction as normal). If there are no other suitable targets to charge, a charging unit cannot test to redirect.

Each unit can only make one redirect per turn.

FLEEING OFF THE BATTLEFIELD

If a fleeing unit touches the edge of the battlefield (or indeed has spilled over it), the entire unit is removed from play and counts as destroyed. We assume that having fled so far from the battle, the remaining troops scatter, regrouping only after the battle is over.

CHARGING MORE THAN ONE UNIT

A unit can normally only declare a charge at a single enemy unit. However, if there is no way at all of completing the charge against an enemy unit without touching another (sometimes known as 'clipping') then the charging unit must also declare a charge against the other unit(s). Each target unit must declare and resolve its own charge reaction (in the order chosen by their controlling player). As normal, any units that do not declare charge reactions are assumed to hold.

THERE'S TOO MANY OF THEM!

A unit might well be called upon to make several charge reactions over the course of a Charge sub-phase, if it is charged by several enemy units.

A unit can only Stand and Shoot once in a Charge sub-phase – there is no time to reload. This is not to say that the Stand and Shoot must be used against the first charging unit – the chargee can opt to Hold against the first charge and Stand and Shoot against the second charge. It could even then elect to Flee! in reaction to a third charge if it wished!

A unit that Flees! once in a Charge sub-phase will have to keep fleeing if it has more charges declared against it, as described earlier.

For example, a unit of Night Goblins declares a charge against a unit of High Elf Archers. The Elves could stand and shoot at the Goblins, but think they might well be charged by the Wolf Riders lurking nearby so elect simply to Hold in response to the Night Goblin charge. As it turns out, the Wolf Riders do then declare a charge against the Elves, who take the opportunity to Stand and Shoot against this second charge. Finally, the Orc and Goblin player unleashes his true attack – a charge by a unit of Black Orcs. Having already 'used up' their Stand and Shoot, the Elves declare that they will turn tail and Flee!

ROLL CHARGE RANGE AND MOVE CHARGERS

With all the charge reactions declared and resolved, it's time to see whether or not the charges were successful! There are many factors that can prevent a charge hitting home. The unit might become disordered as it surges forward, with warriors jostling one another in their haste to reach the prey. Perhaps the charging unit is simply unwilling to close with the enemy, and therefore hesitant in their advance. Or it may simply be a loss of momentum as the chargers tire more quickly than it was believed that they would.

Work through the charges one at a time, in any order decided by the player whose turn it is, calculating the charge distance for each and resolving the resultant successful or failed charge before moving on to the next unit (the only exception is when several units charge a single target – see page 23).

Unlikely Flights

Sometimes you'll find that the flee rules create unusual situations, for example, a unit running headlong towards the enemy lines, or perhaps fleeing from a small enemy unit and hurling itself into the arms of a much more dangerous foe. This may seem peculiar at first, but is entirely deliberate. Fleeing troops don't have much situational awareness – they're so fixated on the thing that spurred them to flight that they don't recognise other dangers until it's too late.

CALCULATING CHARGE RANGE

A unit's charge range is equal to 2D6" plus its Movement value. If the charge range is equal to or greater than the distance to the enemy unit, the charge is successful. If the charge range is less than the distance to the enemy, the charge is failed.

As you might expect, the charge range of a unit is based on its Move value – a faster unit can charge further than a slow unit, as is entirely sensible. That said, it is only right that units can charge further than their Move value, as we're assuming them to be going all-out in order to get to grips with the foe. To represent this, as well as the caprices of fate, a unit's charge range is the sum of its Move value and a 2D6 roll in inches or 2D6+M. This can make charges somewhat uncertain at greater distances – just as they would be in real life.

With the unit's charge range established, measure the distance between the charging unit and its target. If the distance is greater than the charge range, then the charging unit realises that if has insufficient momentum to reach the enemy and instead makes what we call a failed charge. If the distance is less than or equal to the charge range, then the charging unit has reached the enemy and makes a successful charge.

If you're charging several enemy units, remember that the rolled charge distance must be sufficient to reach both units, otherwise the charge can only be resolved against those units within range.

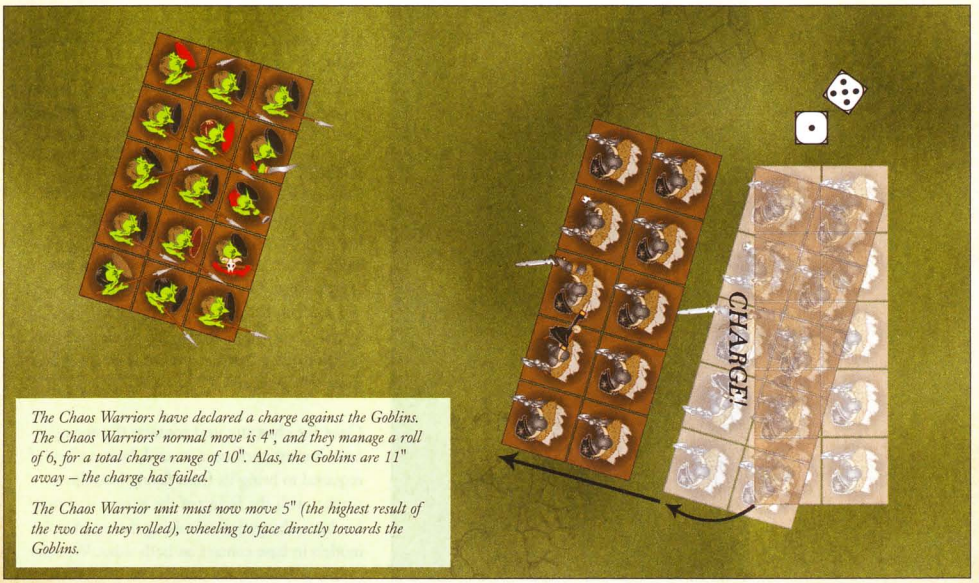
FAILED CHARGE

A unit that makes a failed charge moves directly towards its target a number of inches equal to the highest dice rolled for the charge.

A unit that makes a failed charge has started towards the enemy, but soon realises that it is impossible to cover the distance. The warriors in the unit lose impetus as the enthusiasm for the charge peters out.

If a unit makes a failed charge it moves directly towards the target a distance equal to the highest score rolled on the 2D6 of the charge roll (i.e. if the dice showed 2 and 5, the failed charge move would be 5"), wheeling around impassable terrain and units, both friends and enemies, by the shortest route.

Beastman Gor

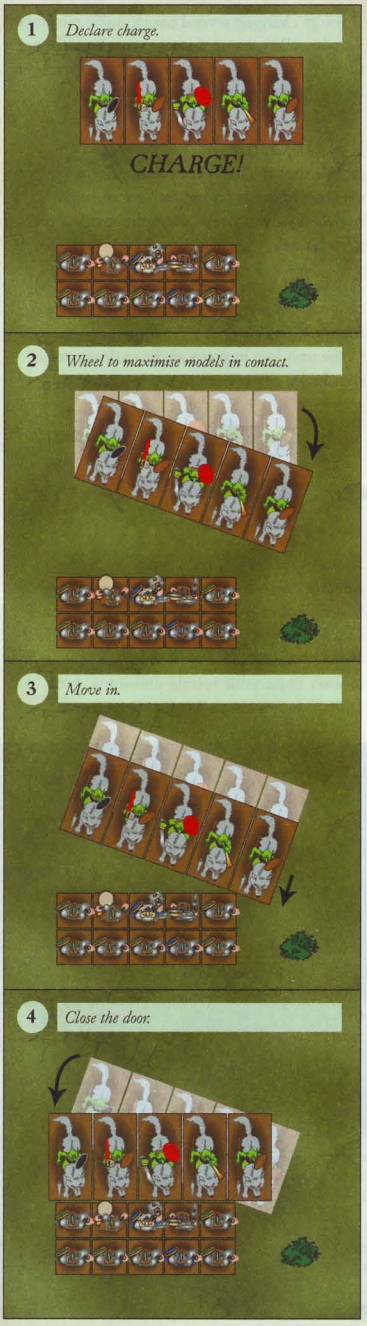


The Chaos Warriors have declared a charge against the Goblins. The Chaos Warriors' normal move is 4", and they manage a roll of 6, for a total charge range of 10". Alas, the Goblins are 11" away – the charge has failed.

The Chaos Warrior unit must now move 5" (the highest result of the two dice they rolled), wheeling to face directly towards the Goblins.

Unexpected Problems

Sometimes you'll declare a charge thinking that it can be completed, but then discover that proximity of other units, terrain or just whimsical and unkind geometry (by which I mean 'it won't fit') prevents the charge from being completed. In such circumstances, I find it best to treat the charge as having failed, using the rules given earlier. Alternatively, you and your opponent might agree that the sensible thing to do is declare that the charge never actually happened.



MOVE CHARGERS

Successful chargers now move into base contact with the enemy. They move directly forward, but are permitted one wheel of up to 90° as they move, and another of unlimited arc once in contact. As many models as possible from the two units must be brought into base contact.

If your charge range was sufficient, it's time to complete the charge and move into base contact with the enemy. A charging unit can move an unlimited amount – it's already been found to be within charge range, so we don't worry about distance from this point on.

That said, the charge move is subject to an important restriction: the unit must move straight ahead, except that, during this move, it may make a single wheel of up to 90°. You are free to make this wheel in order to place your unit wherever you like against the facing of the enemy unit that is being charged, but remember that you must bring as many models into base contact with the enemy as possible, from both sides! Therefore this wheel cannot be used to reduce the number of models in base contact, unless of course you have no choice, and you need to wheel for the unit to avoid intervening units and impassable terrain in order to complete the charge.

It's important to note that a unit can move to within 1" of another unit when charging – not just the one that it is charging – this is the only time that this is normally allowed.

Aligning to the Enemy

On most occasions, moving the chargers in the manner described above will leave the charging unit and the target unit in base contact at a peculiar angle with an odd gap in between, which looks fairly strange. Of course, what would happen in a real battle is that the warriors of the two units would quickly move to attack their enemies and, in so doing, close the gap – so this is exactly what we do in Warhammer.

Once the charging unit contacts the enemy unit, it must perform a second, bonus wheel if required to bring its front facing into flush contact with the facing of the enemy unit that has been charged, maximising the number of models in base contact on both sides. We refer to this as 'closing the door'.

FLANK AND REAR CHARGES

Sometimes you may find that your models are able to charge an enemy unit in the flank or rear. This is particularly good because an attack from an unexpected direction gives you an advantage in combat.

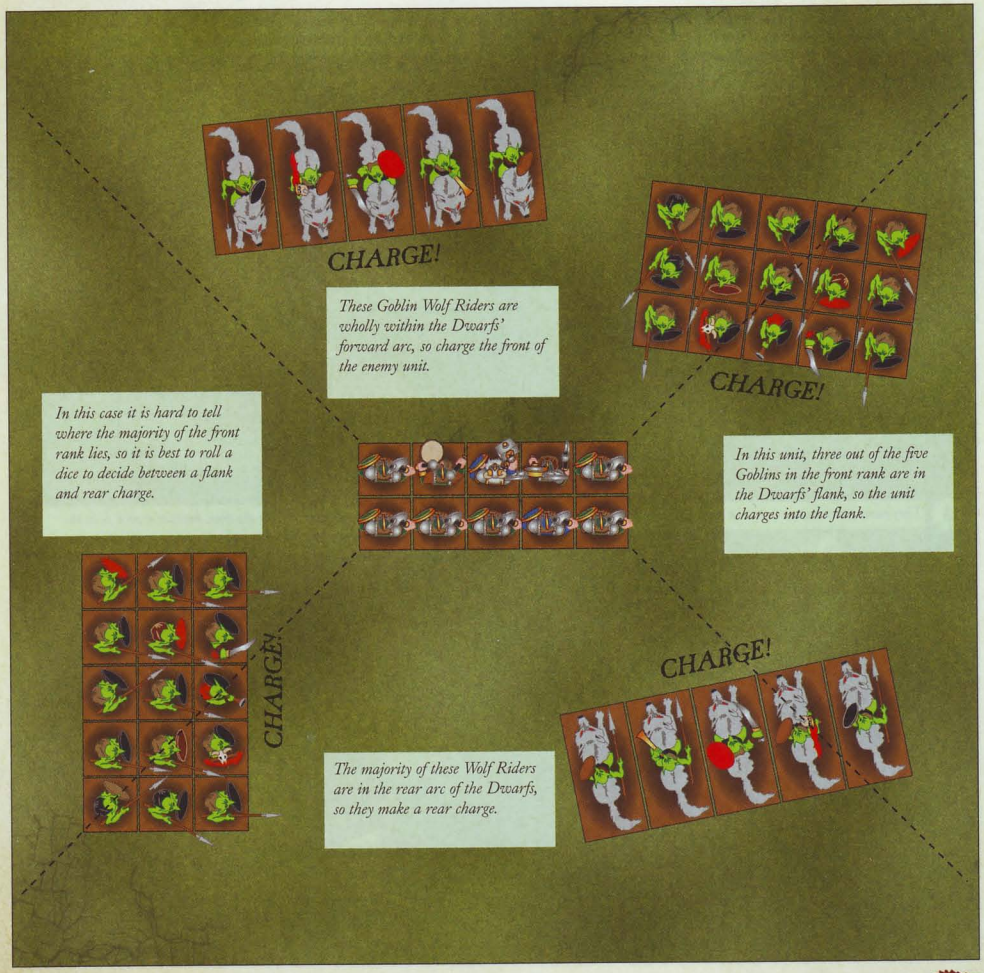
A charging unit's position when the charge is declared determines whether it charges into the front, flank or rear of the enemy unit. If the charging unit is in the target's frontal zone when the charge is declared then it charges into the front.

As units generally begin the game facing each other, this is the most common situation that will arise. However, if the charging unit comes from the flank zone, it charges into the side; if in the rear zone, it charges into the rear. Whether a charger is in the front, flank or rear of its intended target is determined before charges are declared, so make sure you check before charge reactions are declared.

If a charging unit straddles two zones, then the unit is considered to be in the zone where the majority of the models in its front rank are. If there is no clear majority, roll a dice.

Front to Back

Facing is hugely important in a close combat – if you're attacking the enemy in the flank or rear, you're much more likely to win the fight. That's why it's absolutely crucial that, if there's doubt as to which facing your unit will be charging, you discuss it with your opponent when the charge is declared – he might not be expecting your unit in his rear!

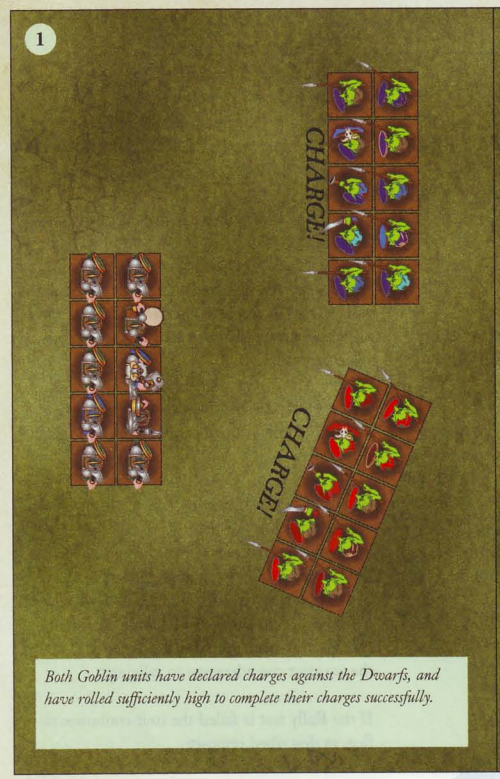


UNUSUAL SITUATIONS

Sometimes a charging unit can move into contact with its target, but cannot close the door because something else lies in the way, normally another unit or a piece of terrain. Where this happens, the charging player should attempt to complete the charge in such a manner as to avoid the obstruction. This can normally be achieved by increasing or decreasing the amount the charging unit wheels as it moves, or changing how the charging unit closes the door. In some cases the enemy unit might have to close the door with the chargers instead (see diagram), as they would do in reality.

If no amount of finagling can allow the unit to avoid the obstacle, the charge fails.

There is one important principle that you should always keep in mind when charging: under no circumstances can a unit use its charge move to move into contact with an enemy it has not declared a charge against.



Both Goblin units have declared charges against the Dwarfs, and have rolled sufficiently high to complete their charges successfully.

The Goblins' controlling player must now use the free wheel and alignment moves to bring an equal number of models from both his units (or as near as possible) into contact with the Dwarfs.

CHARGING A FLEEING ENEMY

If, for whatever reason, a unit completes a charge against a fleeing enemy, move the charging unit(s) into contact with the fleeing enemy as described earlier and then the fleeing unit is run down by the chargers. Most of the unit is hacked apart or trampled to death, and the few survivors head for the hills with no intention of fighting further – remove the entire unit as casualties.

A charging unit that destroys fleeing troops in this way will often find itself pulled out of position and vulnerable to enemy counter-charges. Accordingly, we allow the charging unit to attempt a reform by passing a Leadership test. If the test is failed, the troops are so overcome with hacking at the fallen corpses that they do not have the chance to reform. If the test is passed, the unit immediately makes a reform manoeuvre (see page 14). In either case, the unit cannot move further during this Movement phase.

MULTIPLE CHARGES ON A UNIT

If several units have declared a charge against a single unit, then roll the charge distance of these units at the same time. The charge moves of the charging units must be made as far as possible to equalise the number of models fighting from each charging unit. Remember, however, that your primary goal is always to maximise the number of models fighting – it is acceptable to have more models fighting from one unit than from another, if to do otherwise would reduce the overall number of models fighting.

On occasion, exceptional dice rolls from charging units might mean that more units can complete the charge than can fit in base contact with the target. When this happens, the controlling player of the charging units must nominate which units complete the charge. Those units that cannot complete the charge against the target are counted as having made a failed charge.

Chaos Champion of Khorne

Flee!

3. COMPULSORY MOVES

Generally speaking, a player can move his units however he wishes within the confines of the rules governing movement. However, sometimes troops go out of control for some reason, either because they are overcome by sheer terror, because they are compelled by magic, or because they are disorientated (or just not very bright to begin with). The player has no control over the movement of such troops and so these are referred to as compulsory moves.

All compulsory movement is carried out after charges have been resolved, but before other movement takes place.

Fleeing is the most common type of compulsory move – only the luckiest general will not have to witness the unhappy spectacle of his own troops attempting to escape the battle. You must resolve the actions of any fleeing troops before those of other compulsory moves. Happily, before your faithless dogs continue their flight, you have a chance to rally them!

Movement Etiquette

The nature of a game of Warhammer, the varied terrain it is fought over and the stability of the models themselves means that it is impossible to be absolutely accurate about the movement of troops – the odd fraction of an inch will inevitably appear or disappear as lines are neatened and models edged together. On the whole, this need not cause concern during play as it is better to keep the game flowing rather than worrying about unavoidable imprecision. Where a move is especially important or an exact measurement is critical, it is good practice to agree what you are doing with your opponent before moving any troops.

RALLY FLEEING UNITS

The player takes Leadership tests for each fleeing unit he has. If the test is passed, the unit stops fleeing and immediately reforms. A unit that has less than 25% of its starting models left can only rally on a roll of double 1.

Battlefields are grim and deadly places, where the threat of death (or a fate worse than death!) forever lurks. As the game goes on, some of your warriors will inevitably lose heart or be terrified out of their wits by the unremitting carnage all around them. It is a fortunate general who can rely on his men to press on through thick and thin, no matter what horrors the day brings. All too often, warriors will break from the fight and flee the battle, electing for a chance of survival over martial duty. Fortunately for you, during the Compulsory Moves sub-phase you are allowed a chance to whip some discipline into these cowardly curs and get them back into the fight, where they belong.

During the Compulsory Moves sub-phase, the player picks any one of his fleeing units and tests to rally it (as explained below). He then proceeds to the next fleeing unit and attempts to rally it, and so on, in any order he wishes, until all units that are able to make a rally attempt have done so.

If the unit started to flee in this turn it cannot attempt to rally – there's too much momentum built up already!

A unit attempts to rally by taking a Leadership test, as described on page 10. If the fleeing unit has been reduced in size to a quarter (25%) or less of the number of models with which it began the game, it can only pass its Rally test on a double 1, regardless of its Leadership value (the survivors are too demoralised to give all but the scantest consideration to rallying).

If the Rally test is failed the unit continues to flee, as described opposite.

If the Rally test is successful, the unit stops fleeing. Order is restored as chieftains, champions and leaders bash a few heads together, or manage to bellow a few well-chosen motivational words (or bare-faced threats) over the thunder of running feet. Whilst the unit is not yet ready to rejoin the fight, it will be able to make some very basic manoeuvres and will be fully fighting fit in time for your next turn. You may like to mark freshly rallied units with a coin or counter of some description, so you don't get them confused with other troops.

A unit that has successfully rallied immediately makes a reform manoeuvre, as described on page 14, so that the controlling player can at least get his troops pointed towards the enemy again, rather than the wild blue yonder. A rallied unit cannot perform further actions during the Movement phase, and loses its opportunity to make a shooting attack in the Shooting phase, as the troops are too busy reorganising themselves after their headlong flight.

MOVE FLEEING UNITS

Any units that do not rally must immediately flee 2D6" in the direction they are facing. Every model that flees through an enemy unit or impassable terrain must take a Dangerous Terrain test.

If, despite the player's best efforts, a unit continues to flee, it will continue its headlong flight for safety, moving 2D6" straight ahead in the direction it is facing. Some particularly swift units flee faster, but we'll discuss those later on.

As fleeing troops are assumed to have broken formation, they ignore obstacles of any kind as they retreat. Fleeing troops move through other units (friend or foe) and impassable terrain, as they are assumed to run around the obstruction, or force their way through, fuelled as they are by sheer desperation. If the flee move would result in the fleeing unit ending up 'on top' of or within 1" of another unit or impassable terrain, then it carries on fleeing straight forward until it is past the obstruction, and will then halt.

Fleeing through enemies or impassable terrain is not without its dangers. Enemies may be quick-witted enough to capture or slay several of the fleeing troops as they run past, while the sheer drops, deep water and dense undergrowth of impassable terrain present all kinds of hazards to a warrior more concerned about what he is running from than what he is running into.

Accordingly, each fleeing model must pass a Dangerous Terrain test for each enemy unit or area of impassable terrain that it flees through. More information on Dangerous Terrain tests and impassable terrain can be found in the Battlefield Terrain chapter on page 116.

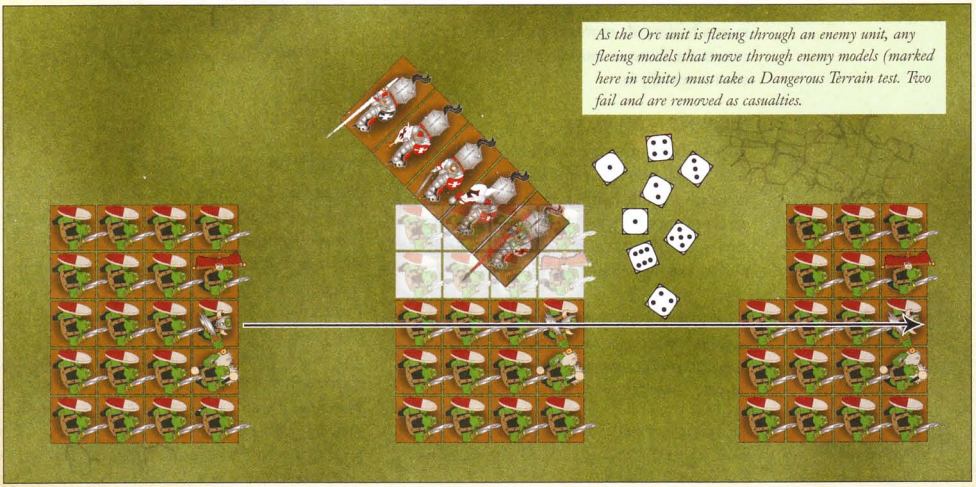
There are consequences for a unit fleeing through friends as well – having allies stream past you in a panicked state is not conducive to maintaining your confidence in victory, after all! Any unit that has friends flee through it must take a Panic test, as described on page 62, as soon as the fleeing unit has completed its move.

As soon as a fleeing unit moves into base contact with the battlefield edge, it flees the battle and does not return – we assume that its warriors scatter to the four winds. Such a unit counts as destroyed to all intents and, more importantly, all rules purposes.

OTHER COMPULSORY MOVES

Aside from fleeing troops, units that are forced to move in the Compulsory Moves sub-phase otherwise follow the normal movement rules, unless clearly stated. Any further rules that apply to units that have a compulsory move will be described in their entry in the relevant army book, for example, they will often have to move at a set speed or in a given direction. These compulsory moves can be resolved in any order the controlling player wishes, providing that all Flee! moves have already been completed.

Bretonnian Grail Pilgrim



As the Orc unit is fleeing through an enemy unit, any fleeing models that move through enemy models (marked here in white) must take a Dangerous Terrain test. Two fail and are removed as casualties.

All the Right Moves

It's easy to see remaining moves as being a little unimportant after the intensity of the charging, but nothing could be further from the truth. It's here that you're going to set up your next turn's charges (to say nothing of this turn's magic and shooting attacks). Just remember, that the closer you move to the enemy, the more likely he is to charge you in his following turn.

4. REMAINING MOVES

With all your charges and compulsory moves attended to, you can now move the rest of your army. While it might lack the drama of the charge, the remaining moves sub-phase is no less important. It is here that you'll manoeuvre your units in order to set up your own charges of future turns, as well as attempt to deny future charges your opponent will wish to make. Remaining moves can also be used to manoeuvre missile troops and wizards so that they have suitable targets, seize important areas of the battlefield, and so on...

MOVING YOUR UNITS

During the Remaining Moves sub-phase, units that did not charge, flee, rally or compulsorily move this Movement phase, and which are not engaged in combat, can now move and perform manoeuvres as described on page 13.

The player picks one of his units and moves it a distance up to the unit's Move value (M) in inches. Once the chosen unit has finished its movement, the player can pick and move another unit, until all the eligible units the player wishes to move have done so.

MOVING BACKWARDS

Units can not only move forward, they can also move backwards. Moving backwards is a tricky proposition, and warriors tend to shuffle carefully rather than stride purposefully when moving backwards. To represent this, a unit that moves backwards moves at half rate, i.e. it counts the distance moved as being double what it actually is.

MOVING SIDEWAYS

To get a body of warriors to move to either flank is no small challenge, especially if you want to maintain a viable fighting formation (as you do). To represent this, a unit that moves sideways moves at half rate, i.e. it counts the distance moved as being double what it actually is.

Units may not mix forward, backward and/or sideways movement as part of the same move. Remember that units can only wheel when moving forwards.

For example, a unit of Elves (Move 5) would be able to move 5" forwards or 3" (2.5" rounded up) backwards or to the side.

Skaven Plague Censer Bearer

MARCHING

Troops can move at double speed. If they start their move within 8" of an enemy, they must pass a Leadership test to do so.

Marching at the double allows troops that are away from the heart of the battle to move more rapidly. This represents the swift movement of reserves to a critical area by means of a rapid march and helps to ensure that units do not get stranded away from the fighting.

Marching troops move at twice their normal Movement rate, with weapons sheathed or shouldered. They are literally 'going at the double'. A unit on the march is not permitted to reform, as this would disrupt its movement, nor is it allowed to move backwards or to the side. It can wheel as normal, as you might imagine a column of troops would in order to follow a road, for example.

It's also worth noting that a unit that has marched in the Movement phase cannot shoot missile weapons during the Shooting phase, so think carefully before you commit your missile troops to a march.

ENEMY SIGHTED!

A unit that is on the march is not prepared for combat, so troops are reluctant to march whilst a potentially threatening enemy is nearby. If you wish a unit to march when a non-fleeing enemy unit is within 8", it will first have to take a Leadership test. If the test is passed, the unit disregards the nearby foe and marches as ordered. If the test is failed, the unit refuses to march and will only be able to move normally. Note that if a unit attempts an Enemy Sighted! test and fails, it is still treated as having marched, even if its controlling player then elects not to have the unit move at all.

LONE MODELS AND MOVEMENT

Units that consist of a single model, such as monsters, chariots, lone characters or sole survivors of annihilated units, are mostly moved the same as other units.

They move, wheel and march just like a larger unit. The one exception is that a single model can pivot on the spot as many times as it wishes over the course of its move. It can do so without penalty and so pivoting does not prevent models from marching, or even from shooting later in the turn. This represents the greater freedom of movement that an individual creature enjoys over its fellows in a ranked-up and disciplined unit – although a lone model that pivots on the spot does count as moving for the purposes of shooting and so on.

On some occasions, notably when charging, a lone model has to perform a wheel (when charging, a lone model must follow the normal charge rules, which do not allow pivots, only one wheel whilst moving, and another to 'close the door'). In this case, wheel from one of the front corners as you would for other units.

MOVING OFF THE BOARD

Except in the case of fleeing troops (as discussed earlier) and pursuing troops (see the Close Combat Phase on page 56) units are not permitted to move off the board.

REINFORCEMENTS

Sometimes the rules will call for a unit to enter the battle. Where this happens, we refer to the unit entering play as reinforcements.

Units that enter the battle (also referred to as moving onto the board) as reinforcements are placed in base contact with the board edge (upon which board edge, and where, will depend upon the rule that triggers the reinforcements) facing directly towards the battlefield and with all of its rear rank touching the battlefield edge.

A unit that enters as reinforcements cannot charge, as it has missed its opportunity to declare charges, and may not march, but can otherwise participate in the game normally. It's worth bearing in mind that the unit counts as having moved for the purposes of shooting.

Daemonette of Slaanesh

MAGIC

The Warhammer world is an intrinsically magical place, where mystical energy infuses the very land itself. In battle, magic is a force as real and potent as a sword blade. The battlefield use of magic is limited only by the imagination and skill of the Wizard that wields it. Magic can be a subtle force, infusing allies with strength and valour, and enemies with frailty and dread. More commonly though, wizards unshackle the raw power that is at the heart of magic's chaotic nature, summoning hungry firestorms or devastating bolts of eldritch power.

With the Movement phase completed, it's time for your Wizards to unleash their powerful sorceries. You'll find that the Magic phase taps into some of the rules detailed later in the book, so if you're not yet familiar with much of Warhammer be prepared to do a little flicking back and forth as you read through this section. As with everything in Warhammer, the more you play, the more you'll remember without having to constantly refer to the rulebook.

WIZARDS

Models that can cast spells are known collectively as Wizards, although specific armies might use other terms.

Before we get into discussing the Magic phase proper, it's worth taking a little time to introduce the idea of Wizards and their spells. Only beings that possess awesome mental might can even hope to bend the powers of magic to their will. Lesser persons would be consumed in an instant, their souls torn apart by unfettered energies or devoured by cackling Daemons. Even the most accomplished of sorcerers walk a narrow path at the edge of sanity, between ultimate power and total annihilation. In Warhammer, we commonly refer to a model able to cast spells as a Wizard. Some races use different terms, such as sorcerer, shaman or seer, but all of these and others are considered to be types of Wizard.

Skaven Grey Seer Thanquol

WIZARD LEVEL

Wizards have a level from 1 to 4. The higher a Wizard's level, the more powerful he is.

Naturally, not all Wizards are equals – mastery of magic increases through dedicated practice. As one might expect, a thousand-year-old High Elf mage will likely have more magical power in his little finger than an upstart acolyte of one of the Imperial Colleges of Magic has in his entire body. We need a system for sorting between these levels of wizardly potency, and that system is the Wizard level.

The higher a model's Wizard level, the more accomplished a spellcaster he is. A higher-level Wizard will know more spells than a lower-level Wizard. Similarly, he'll be able to put more power behind his spells and receive higher bonuses when attempting to cast them. There are four Wizard levels, each more powerful and learned than the next. If you're unsure what level any of your Wizards are, refer to the relevant Warhammer Armies book for details.

SPELLS

Each Wizard knows a number of spells equal to his level, chosen randomly at the start of each battle.

In the Magic phase your Wizards unleash their magical power in the form of spells. Spells can be terribly destructive or powerfully protective, or might confer special abilities of some form.

Wizards are assumed to know dozens of different spells, or even hundreds, from complicated time-consuming rituals to party tricks, charms and minor alchemies. However, when it comes to a battle only a limited selection of magic is of any value.

The number of spells a Wizard takes into battle is equal to his Wizard level. Some powerful Wizards have more, but this is most definitely the exception to the rule. You must roll for each of your Wizards' spells before they are deployed to the battlefield – see the Reference section.

THE LORES OF MAGIC

The Lores of Magic are lists from which Wizards generate their spells. Different Wizards have access to different Lores of Magic. The eight most common lores are presented in the Reference section.

As has already been hinted at, the possible applications of magic are many and varied, leading to a potentially vast array of spells to choose from. Fortunately for our gaming convenience (to say nothing of our already tenuous sanity) very few Wizards in the Warhammer world have the gumption to harness the full spectrum of magic, and instead concentrate on mastering one or more magical disciplines, or lores.

There are many magical lores. Most represent fragments of 'pure' magic as practiced by the High Elves. Each lore has a particular character, which is reflected by each spell within it. The Lore of Metal, for example, is grounded in alchemy, and its spells therefore act through the transmutation of one substance into another. The eight most common lores, echoing the eight disciplines that the High Elves once taught to men, are collated at the back of this book. Almost all races can use one or more of these lores, depending on the character of said race, and its magical methods. Many races also have access to their own, unique spell lores, such as the fearsomely destructive Waaagh! magic of the Orcs and Goblins. Where this is the case, the relevant Warhammer Armies book will contain the necessary spell list(s).

Choosing Your Lore

The choice of which lore each of your Wizard models know for a particular battle must be made when choosing your army, as explained on page 134.

A Lore unto Itself

Each of the Warhammer spell lores (whether printed in this book, or in a Warhammer Armies book) has its own strengths and weaknesses. Bear this in mind when choosing the lore(s) you want to use. Sometimes it's fun to pick a lore which is particularly effective against a certain group of armies but, as you don't always know what you're up against, it may be best to go for a lore which is good against all foes.

THE MAGIC PHASE SEQUENCE

Now we've established the basic principles of Wizards and their spells, it's time to dive into the Magic phase. The Magic phase starts with both sides determining how much magical power can be tapped into this turn. The player whose turn it is (the casting player) will be seeking to draw down enough power to cast his spells, whilst his opponent (the dispelling player) will be gathering magical energy to dispel any spells being cast.

MAGIC SUMMARY

1. ROLL FOR WINDS OF MAGIC

The Winds of Magic are generated by rolling 2D6. The strength of the Winds of Magic will determine how many power dice the casting player has, as well as how many dispel dice the dispelling player has.

2. CAST

One of the casting player's Wizards now attempts to cast a spell, using power dice. If the casting attempt fails, that Wizard cannot attempt another this turn.

3. DISPEL

If the spell was cast, one of the dispelling player's Wizards can now attempt to counter the spell using dispel dice. If the dispelling player does not have any Wizards, a dispel can still be attempted, but the number of dice is limited.

4. SPELL RESOLUTION

Assuming the spell has been cast and not dispelled, its effect is now applied.

5. NEXT SPELL

Repeat steps 2 through 4 until the casting player cannot cast, or no longer wishes to cast, any more spells.

Empire Light Wizard

How many Magicians?

In the Warhammer world, all magic is derived from the same source – the fickle Winds of Magic that spill across the world from the Realm of Chaos in the far north. The potency of the Winds of Magic vary from time to time, waxing and waning to an incomprehensible pattern. Wizards must therefore learn to use whatever power the Winds of Magic provide, whether in empowering their spells, or disrupting those of enemy sorcerers. Thus, magic is not a sure strategy for any general, for though it can sweep aside entire armies when the Winds of Magic are strong, it is almost without power when the Winds of Magic are lulled.

1. ROLL FOR WINDS OF MAGIC

Roll 2D6 to determine the strength of the Winds of Magic.

At the start of each Magic phase, the casting player determines the strength of the Winds of Magic by rolling 2D6.

THE POWER POOL

The amount of power available to the casting player is equal to the total rolled for the Winds of Magic.

He takes a number of dice equal to the Winds of Magic roll and makes up a 'pool' of power dice to represent this reservoir of power. When a Wizard casts a spell, he takes a number of dice from the power pool in order to make the attempt. Accordingly, each time a spell is cast, the power pool will shrink a little, thus limiting the number of spells the casting player can attempt each Magic phase.

CHANNELLING POWER DICE

The casting player rolls a D6 for each of his Wizards. An extra dice is added to the power pool for each roll of a 6.

Whilst a Wizard cannot control the amount of power present in the Winds of Magic, he may be able to channel what power there is and make it go further. To represent this, the casting player rolls a D6 for each Wizard in his army. For each result of a 6, the Wizard has been able to siphon a little more power from the Winds of Magic – he generates another power dice, which is immediately added to the power pool. Fleeing Wizards and Wizards that are not on the battlefield (for whatever reason) are not able to channel. Fleeing Wizards are considered to be too busy to attempt to channel, whilst absent Wizards are too far away to contribute.

POWER LIMIT

There is a finite limit on the amount of power a Wizard can control. The casting player's power pool can never exceed 12 dice at any point in the phase – any dice generated beyond this number are lost.

This limit applies to all power dice, regardless of the source, and includes dice gained through the Winds of Magic, channelling, from magic items, special abilities and so on.

Bretonnian Damsel

THE DISPEL POOL

The dispelling player gets a number of dispel dice equal to the highest D6 roll of the two Winds of Magic dice.

With the power pool determined, the dispelling player now determines what resources he has at his disposal with which to counter his enemy's spells. By its very nature, disrupting magic energy is far more difficult than harnessing it, so a player's dispel pool will almost always be smaller than his opposite number's power pool. The number of dispel dice available to the dispelling player is equal to the highest D6 rolled for the Winds of Magic. So, for example, if the Winds of Magic dice are rolled and show a 2 and a 6, the casting player will get 8 power dice (the total) and the dispelling player will get 6 dispel dice (the highest value shown). These dice are then placed in a dispel 'pool' in a similar manner to power dice. Each time a Wizard attempts a dispel, he takes dice from the dispel pool to do so.

CHANNELLING DISPEL DICE

Extra dispel dice can be generated in exactly the same way as power dice.

The dispelling player's Wizards can now attempt to channel further dispel dice into their pool. Roll a D6 for each Wizard. For each roll of a 6, add an extra dispel dice to the pool. Again, as when channelling power dice, fleeing Wizards and Wizards not present on the battlefield cannot attempt to channel dispel dice.

DISPEL LIMIT

As with the power pool, the number of dice in the dispel pool can never exceed twelve, regardless of how those dice are generated. Any excess is lost.

For example: It's the start of the Magic phase, and the casting player rolls to generate the Winds of Magic. He rolls his 2D6 and scores a 3 and a 5. The casting player therefore adds a total of 8 (3+5) power dice to his pool, whilst the dispelling player adds 5 dispel dice to his pool. Furthermore, both players can have their Wizards attempt to channel. The casting player has 3 Wizards, so can roll 3 dice in his channelling attempts. Alas, he doesn't roll any 6s, so gains no extra dice. The dispelling player has only 1 Wizard, so rolls a single dice, but gets a 6, increasing his dispel pool by 1 to an impressive 6 dice!

2. CAST

The casting player's Wizards can attempt to cast each of their spells once during each Magic phase, provided they have enough power and don't fail a casting attempt.

Each Wizard can only attempt to cast each spell once per turn. Wizards cannot try to cast spells if they are fleeing or not on the battlefield.

To cast a spell, a Wizard nominates one of his spells to cast, and declares the target of the spell. Before choosing, it's worth examining the rules of the spell to determine its maximum range – remember that you can normally measure to see if a target is in range before you try to cast a spell. Spells also have targeting limitations, as we'll discuss now.

CHOOSING A TARGET

Targeting restrictions vary from spell to spell. However, unless stated otherwise the following rules apply:

- The target must lie within the Wizard's forward arc.
- The Wizard does not need line of sight to his target.
- The target must lie within the spell's range.
- Wizards cannot target spells at units engaged in close combat.

Some spells have a type that enforces additional casting restrictions, or waives others. There are five distinct types of spell: augment, direct damage, hex, magic missile and magical vortex. Some unique spells, or spells that are printed in older Warhammer Armies books, do not have a type – their text will contain any casting restrictions that apply.

Direct damage spells are deadly attacks that strike the foe without warning. Direct damage spells can only ever be cast on enemy units. Sometimes a direct damage spell will use a template to determine which models are hit. When this happens, the template cannot be placed in such a way that it touches friendly units or enemy units that are in close combat – this is not to say that the template won't scatter onto friends later, depending on the spell.

Magic missiles are sorcerous projectiles that the Wizard hurls at his foe. Magic missiles can only be cast on enemy units. Unlike other types of spells, magic missiles **do** require the Wizard to be able to see his target. Accordingly, a Wizard can only cast a magic missile at a target that lies within his forward arc and to which he can trace line of sight (just as if the wizard was firing a missile weapon). Magic missiles cannot be cast at all if the Wizard (or his unit) is engaged in close combat. Magic missiles always hit their target automatically.

Augment spells empower the caster's allies, protecting them with sorcerous wards and magically enhancing their fighting prowess. Augment spells can never be cast on enemy units, no matter what benefit the player believes he might get. Augment spells **can** even be cast onto units in close combat to give them a much-needed boost. Also, targets of augment spells need **not** lie in the the caster's forward arc.

Hex spells are the counterpoint to augment spells, weakening the enemy and making them easier to slay. Hex spells can only ever be cast on enemy units. Hexes **can** be cast onto units in close combat. Targets of hex spells need **not** lie in the the caster's forward arc.

Note that bonuses and penalties from Hex, Augment and other spells are cumulative, but normally cannot take any characteristics above 10 or below 1.

Magical vortexes are roiling globes of magical energy that travel across the battlefield, wreaking all kinds of unusual (and often deadly) effects. A magical vortex does not have a target – instead it uses one of the round templates, which is placed in base contact with the caster and with its centre within the caster's front arc, and then moves as described in the spell.

Unlike most other spells and other gaming effects that use templates in Warhammer, magical vortexes remain on the battlefield (unless they move off it). At the end of every subsequent Magic phase, each magical vortex moves in the direction and distance stated in the spell. If a magical vortex ever ends its move over a unit, place it 1" beyond the unit in the direction it was moving. Magical vortexes are always *remains in play* spells (see page 36).

Spell Priority

In the Magic phase it's a lot of fun blasting the enemy to smithereens, but that's not the only viable tactic. A lot of spells, hexes and augments in particular, can help your units win fights in the forthcoming Close Combat phase, or help them weather the enemy Shooting and Magic phases.

Wood Elf Spellsinger

Targeting Lone Models
When choosing a spell's target, remember that lone models are units in and of themselves, and therefore legitimate targets for many spells.

CHOOSE NUMBER OF POWER DICE

When casting a spell, a Wizard can use from one to six power dice.

Once the Wizard, spell and target have been chosen, the player then declares how many power dice from his pool the Wizard will use in his attempt to cast the spell. At least one dice must be taken from the power pool, and a maximum of six dice can be used on each spell.

CASTING VALUE

For a spell to be cast, the total of the dice rolled, added to the Wizard's level, must equal or beat the spell's casting value.

The chosen dice are then taken from the casting player's power pool and rolled. The results are added together, and then added to the casting Wizard's level to give a casting result. So, if a level 4 Wizard attempts to cast a spell with three dice, rolling 1, 3 and 6, the total casting result would be 14 (1+3+6=10 for the power dice roll, added to 4 for the Wizard's level). Keep the dice in front of you for the moment – you'll need the scores if your opponent attempts a dispel, as we'll discuss later.

Each spell has an associated casting value, any number from 3 upwards. Spells with a higher casting value have greater effect, but require more power.

If the casting result equals or exceeds the spell's casting value, the spell is cast (though it may be subsequently dispelled and neutralised by the opposing player, as we'll discuss later).

If the result is less than the casting value, the casting attempt has failed. The spell is not cast.

For example, a Level 2 Empire Bright Wizard is attempting to cast Fulminating Flame Cage *from the Lore of Fire.* Fulminating Flame Cage *has a casting value of 11+, so the Wizard needs to score a total of 11 or more.*

With this in mind, the Wizard's controlling player decides to roll three dice in the attempt to cast the spell, and scores 2+4+4 (for a total of 10). This in itself is not enough to cast the spell, but by the time the Wizard's level is added, it gives a total of 12 (the 10 rolled on the dice plus 2). The spell is therefore cast!

Empire Celestial Wizard

BOOSTED SPELLS

Some spells allow the Wizard the option to focus more magical force into their casting, thus extending the effective range, amount of damage caused or area of effect. Where this is an option, it is clearly stated in the spell's effect, as is the extra casting cost required to achieve the additional effect.

Note that if the controlling player does not state otherwise before rolling the dice, a Wizard is assumed to be casting the standard (and therefore less difficult to cast) version of the spell, so be sure to let your opponent know if you're going to attempt a boosted version!

For example, the aforementioned Empire Bright Wizard could have cast Fulminating Flame Cage *at a higher level, increasing its range from 24" to 48", but increasing its casting value from 11+ to 14+. If he had wished to do so, his controlling player would have had to declare this intention before the dice were rolled.*

NOT ENOUGH POWER!

No matter how powerful a Wizard might be, he cannot cast a spell where the total of the natural dice scores is less than 3. A dice total of 1 or 2 is always considered to be a failure, despite the level of the Wizard. This is true regardless of any bonuses, from any source. Even the mightiest and most learned Wizard needs to coax a certain amount of raw power out of the Winds of Magic in order to cast a spell.

BROKEN CONCENTRATION

If a Wizard fails to equal a spell's casting value, or the total of the natural dice scores is 1 or 2, not only is the spell not cast, but the Wizard breaks his concentration and is unable to cast spells for the rest of the Magic phase.

For example, a Level 4 Wizard attempts to cast the Flock of Doom *(casting value 5+). Assuming that his innate magical ability (the +4 bonus for being a Level 4 Wizard) is sufficient to ensure that the spell is cast, the controlling player chooses to use a single D6 in the casting attempt. Alas, the dice scores a 2 and, even though the casting total (2+4=6) is higher than the spell's casting value (5+), the spell fails. The Wizard will not be able to cast any further spells that turn.*

IRRESISTIBLE FORCE

If two or more 6s are rolled when casting a spell, it has been cast with irresistible force. The spell will be cast automatically and cannot be dispelled, but the Wizard has to roll on the Miscast table when the spell has been resolved.

Magic is fickle, and writhes like a thing alive even whilst a Wizard shapes it to his will. Magic always strives to be free of constraint, and should the Wizard mispronounce a single word, or otherwise miscast the spell, the magic will shatter its bindings in a burst of incredible energy. Wizards can therefore be described as not trying to empower their spells, but to hold that same energy in check lest it prove to be their undoing.

If a Wizard rolls two or more unmodified 6s when determining his casting result, the spell has been cast with irresistible force. When seeing if irresistible force has occurred, always use the actual dice scores, irrespective of bonuses from special rules or magic items. If a Wizard is called upon to re-roll the dice for any reason, it is the second result that stands, as is normal for a re-roll.

All dice rolled count towards irresistible force, regardless of whether the dice were power pool dice, or granted as a bonus from a special rule or magic item.

For example, a Level 1 Wizard attempts to cast the formidable Life magic spell, the Dwellers Below *(casting value 18+) and rolls four dice, scoring 1, 2, 6 and 6 (for a casting total of 15+1 for the Wizard's level). As two 6s were rolled in the casting attempt, the spell is cast with irresistible force – it doesn't matter that the casting total is lower than the spell's casting value.*

On the one hand, irresistible force is a good thing, because the unshackling of power ensures that the uncontained raw magic pulses through the Wizard's spell and empowers it in such a manner that it cannot be prevented.

A spell cast with irresistible force automatically succeeds, even if the casting total is not enough to reach the spell's casting value. More importantly, perhaps, a spell cast with irresistible force is impossible to dispel – your opponent cannot even attempt to prevent the magical mayhem soon to be unleashed – go straight to Step 4, Spell Resolution.

However, irresistible force is also a very bad thing indeed. When irresistible force occurs, the wildly arcing magic inevitably proves dangerous to the Wizard and to anyone nearby. Naturally, the Wizard will do his best to contain the uncontrollable energy, but success is by no means guaranteed – this is what we refer to in rules terms as a miscast.

Chaos Sorcerer

Minimising Your Miscasts

As you've probably noticed, the chance of getting a miscast increases rather rapidly the more power dice you use when attempting to cast a spell. This is only right and proper, as the more power the Wizard calls down, the less likely he is to be able to control it. Players will therefore want to think carefully before deciding how many power dice they wish to allocate to a spell. Whilst it can be very satisfying to get a spell off using irresistible force, I always find the joy to be tempered when a smouldering crater is the only thing I have left afterwards to remind me of my Wizard.

MISCASTS

When irresistible force occurs, first resolve the effect of the spell that the Wizard was attempting to cast. As the spell has been cast with irresistible force, the casting player can at least enjoy the effect of his spell before something almost indescribably bad happens to the Wizard and everyone nearby.

Once the effect of the spell has been resolved, the Wizard now needs to roll 2D6 on the Miscast table to see what happens to him.

You'll notice that many of the results on the Miscast table call for damage (in the shape of automatic hits) to be caused upon the Wizard or nearby models. Though we've yet to talk about how damage is worked out, you'll find all the information you need on page 42.

Our Wizard from the previous example has presumably wrought significant destruction on the enemy with his irresistibly cast the Dwellers Below. *However, it's now time to pay the piper. As the spell was cast with irresistible force it was also miscast, and the Wizard must roll on the Miscast table to discover his fate. He rolls 2D6 on the Miscast table and scores a 7, resulting in a Detonation! result. As a result, all models in base contact with the Wizard suffer a Strength 10 hit and D6 dice are lost from the power pool. Painful, but it could have been much worse for the Wizard!*

Note that some magic items and special rules talk of automatically triggering a miscast or irresistible force. This is the only occasion on which one can be had without the other.

So, for example, a magic item that caused a Wizard to miscast automatically would force that Wizard to roll on the Miscast table, but the spell would not be cast with irresistible force.

Similarly, an item that automatically generates irresistible force would not require a roll on the Miscast table.

MISCAST TABLE

2D6	Result
2-4	**DIMENSIONAL CASCADE.** The summoned magics wrench free of the Wizard's control, laying waste to anyone unfortunate enough to be nearby. Centre the large round template over the Wizard – every model underneath the template (including the hapless Wizard – he is not entitled to a Look Out Sir! roll in this case) suffers a Strength 10 hit. Once the damage has been resolved, roll a D6. On the score of 3 or less, the Wizard is cast into the Realm of Chaos – remove him as a casualty. On a roll of 4-6, D6 dice are lost from the power pool instead.
5-6	**CALAMITOUS DETONATION.** In his battle to contain the roiling energies, the Wizard somehow manages to make the situation worse, feeding more power into what promises to be a devastating explosion. Centre the small round template over the Wizard – every model underneath the template suffers a Strength 10 hit (including the foolish Wizard – note that he is not entitled to a Look Out Sir! in this case). Additionally, D6 dice are lost from the power pool.
7	**DETONATION!** The energy explodes without warning! All models in base contact with the Wizard (friend and foe, but not the Wizard himself) suffer a Strength 10 hit. Additionally, D6 dice are lost from the power pool.
8-9	**MAGICAL FEEDBACK.** The Wizard disperses the excess magical energy, but the resulting feedback leaves him unable to harness the Winds of Magic for a time. The Wizard and every model on the same side that can channel/generate power or dispel dice suffer a Strength 6 hit as a result of the magical backlash. Additionally, D6 dice are lost from the power pool.
10-12	**POWER DRAIN.** Through a combination of luck and skill, the Wizard manages to dissipate most of the spell's excess energy, leaving him with a splitting headache and pervading amnesia. His Wizard level is permanently reduced by D3, to a minimum of 0 and he forgets a single spell for each Wizard level lost (the first is always the spell that was just miscast – other spells lost are determined randomly). The Wizard cannot attempt to cast further spells this phase.

3. DISPEL

If the Wizard was able to cast his spell (and it was not cast with irresistible force) the opposing player now has a chance to prevent the spell's effects by attempting to dispel it.

CHOOSE WIZARD

In order to attempt a dispel, the dispelling player first nominates one of his Wizards to make the dispel attempt. Unlike spells, dispels do not have a range and never require the Wizard to see either the target or the caster – you can simply nominate any Wizard on the battlefield.

If the dispelling player does not have an eligible Wizard to attempt a dispel (or simply does not want one of his Wizards to make the attempt) his army can attempt to dispel the spell instead.

CHOOSE NUMBER OF DISPEL DICE

When dispelling, a Wizard can use any number of dispel dice.

Once the Wizard has been chosen, the player declares how many dispel dice the Wizard will use in his dispel attempt. Unlike casting, there is no upper limit on the number of dice that can be used in a dispel attempt – though you must use at least one dice from the pool if you wish to attempt a dispel.

DISPEL VALUE

For a dispel to succeed, the total of the dice rolled, added to the Wizard's level, must equal or beat the spell's casting result.

The number of dice chosen are taken from the player's dispel pool and rolled. The results are added together, and then added to the Wizard's level to give a dispel result, exactly as if he were casting a spell. If the army is attempting the dispel, no bonus is added to the total.

If the dispel result equals or exceeds the spell's casting result, the dispel is successful and the spell does not take effect. For example, if the caster scored a casting result of 15, the dispelling Wizard would need to score a result of 15 or more to make a successful dispel.

If the result is less than the spell's casting result, the dispel attempt has failed. Furthermore, the Wizard is so preoccupied by his collapsing dispel that he is unable to attempt another later in the phase. Just as when casting a spell, a total natural dice score of 1 or 2 is always considered to be a failure, despite any modifiers. This is true regardless of bonuses, from any source. Note that the army can always attempt to dispel, regardless of previous failures.

For example, a Level 3 Wizard is attempting to dispel an enemy casting of Purple Sun of Xereus. *Fortunately, the spell was not cast with irresistible force, but with a casting total of 23, so a dispel attempt can be made. The dispelling Wizard rolls six dice, scoring 1, 3, 4, 4, 5 and 6. Added to his Wizard level, this yields a dispel value of 26, higher than the 23 required, so the dispel is successful and the spell does not take effect.*

DISPELLING WITH IRRESISTIBLE FORCE

If two or more 6s are rolled in a dispel attempt, the spell is dispelled automatically.

If two or more unmodified 6s are rolled when making the dispel attempt, the dispel is granted irresistible force and succeeds automatically, regardless of whether or not it beats the casting result of the spell (although it still cannot help if the spell was cast with irresistible force in the first place). If a player is called upon to re-roll the dice for any reason, it is the second result that stands, as is normal for a re-roll. Note that a dispel that achieves irresistible force does not cause a miscast roll.

DWARFS AND DISPELLING

Dwarfs turned away from spellcraft long ago. As a result of this, there are no Dwarf Wizards, but their race has become highly resistant to magic.

Accordingly, when a Dwarf army attempts to dispel, the innate magic resistance of the Dwarfs grants the army a +2 bonus to all dispel attempts. Note that if the Dwarfs are fighting alongside a Wizard (either in the same army, or as part of an allied force) for whatever reason, this bonus is lost – the Wizard's presence disrupts the Dwarfs' natural resistance.

Dastardly Dispelling

Remember, you don't have to dispel everything your opponent throws at you – in fact, you're not likely to have enough dice to do so. With that in mind, prioritise dispelling the spells that are really going to bring your army to a screeching halt. Unless you're in real dire straits, you can afford to lose a few rank and file models far more than having your prize combat unit immobilised or weakened. As a final thought, if you think your opponent has something nasty up his sleeve, its best not to commit your highest level Wizard to earlier dispels – you're going to need his dispel bonus later on, and you won't get it if he fails a dispel roll earlier in the turn.

Tomb Kings Liche Priest

Duration, Duration, Duration

A clever sorcerer takes note of the duration of his spells – there's no point wasting power on a spell that won't give you any effect between now and the next Magic phase. The only exceptions to this are 'remains in play' spells. As these hang around for several turns, investing a little power into them early in the game frees up your later Magic phases. Of course, your opponent can dispel remains in play spells in later turns, but to do so he's going to have to use dice out of his power or dispel pools.

4. SPELL RESOLUTION

Follow the instructions in the spell's text.

If the enemy has failed his dispel attempt (or not even attempted one!), the spell is cast successfully and its effect is now resolved. Each spell in Warhammer provides all the information you need. Many spells inflict hits or wounds on your enemies – you can find out how to resolve these on page 40 of the Shooting Phase.

Remember that if your spell was cast with irresistible force, you'll need to go back and resolve the result of the miscast as soon as you've finished resolving your spell effect.

SPELLS AND PANIC

Quite a lot of spells inflict damage in one manner or another and, as with shooting attacks, if enough damage is caused, can cause the enemy to flee from battle. Damage from magic can provoke Panic tests, as described in the Panic chapter on page 62.

A Vampire Lord – master of necromantic magic.

SPELL DURATION

Most spells are cast instantly and their effect is worked out at once. In this case, the spell has no further effect in the game until cast again. Some spells last for longer than this, for one or more phases, or turns.

REMAINS IN PLAY SPELLS

Spells marked 'remains in play' stay in effect indefinitely when cast. They only come to an end when the target is slain, or else the caster is slain, chooses to end the spell (which he can do at any time) or leaves the battlefield. The Wizard can continue to cast other spells (but not the same remains in play spell in subsequent turns) as he requires only a little concentration to keep a remains in play spell going.

If they are not dispelled immediately when they are cast, remains in play spells can be dispelled at any point during a subsequent Magic phase, using dispel dice as normal, or dice from the power pool as if they were dispel dice if it is your turn.

Remains in play spells do not retain the energy of their casting, and so a Wizard does not need to beat the original casting dice roll if attempting a dispel in subsequent turns, but rather the minimum casting value listed in the spell's description (so there is no need to make note of each spell's casting roll). For this reason, remains in play spells cast with irresistible force can be dispelled as normal in subsequent turns A Wizard who fails to dispel a remains in play spell during his own or the enemy Magic phase, cannot attempt further dispel or casting attempts for the remainder of the phase.

SPELLS LASTING MORE THAN ONE TURN

Some spells do not specifically remain in play, but have effects that last one or more turns. Once in play, such spells cannot be dispelled, and remain in effect even if the caster is slain or leaves the battlefield, unless the spell description specifies otherwise.

BOUND SPELLS

Some magic items, often rings and amulets, and certain troop types, have the ability to use a form of magic called a 'bound spell'. Bound spells can be used even if the bearer has broken his concentration or is not a Wizard at all. Possessing a bound spell does not make a character a Wizard – he just has an item that can cast a spell.

CASTING BOUND SPELLS

A bound spell is cast just like an ordinary spell – using dice from the power pool (the model may do so even if it is not a Wizard). The required casting value is equal to the bound spell's power level. Note that bound spells never benefit from any casting modifiers that the user might have (for Wizard level, magic items, and so forth). On the other hand, failing to cast a bound spell does not break a wizard's concentration, as using an item that contains a bound spell normally would not require anything more complex than uttering a single word of activation.

For example, a High Elf Noble has the Ruby Ring of Ruin, a magic item that contains the lowest level of Fireball *as a bound spell of power level 3. Therefore, when the Noble attempts to cast the spell, the casting roll must be equal to or greater than 3. If the Ruby Ring of Ruin was instead borne by a Level 2 High Elf Mage, he too would need the casting roll to be equal to or greater than 3 – he cannot use his +2 level bonus to boost the score.*

As in the example above, bound spells are often tied into a spell from a magic lore. Where this is the case and there is a choice of casting levels, the bound spell is always the easier 'unboosted' version with the lower casting level.

DISPELLING BOUND SPELLS

Bound spells are dispelled exactly as other spells – the dispelling Wizard must equal or beat the casting result for a successful dispel.

IRRESISTIBLE FORCE

A bound spell can be cast with irresistible force, just as a normal spell, by rolling two natural 6s in the casting roll. The bound spell is then cast automatically, and cannot be dispelled (but, of course, causes a miscast).

Miscasts

What happens when a bound spell is miscast depends on the nature of the bound spell.

- If the bound spell is contained within a magic item of some kind, the item crumbles to dust and cannot be used again during the game. Do not roll on the Miscast table.
- If the bound spell is an 'innate' ability – such as those used by a Warrior Priest, for example, then the model simply cannot cast further bound spells during this phase. Do not roll on the Miscast table.

5. NEXT SPELL

With the spell resolved, the casting player can now have the same or another of his Wizards attempt to cast another spell.

Wizards can cast spells in any order, and a player is free to switch between Wizards at any time provided that he does not do so until the casting of the current spell has been resolved.

Remember that, unless specified otherwise, each Wizard can cast each spell only once per turn. When the casting player has finished all his casting attempts, either because he has run out of power dice or has no remaining or useful spells to cast (or if all his Wizards have had their concentration broken by failing to cast a spell) the Magic phase ends, and the Shooting phase begins.

High Elf Mage

SHOOTING

During the Shooting phase, your army lets fly with the missile weapons at its disposal, be they bows, cannons or fantastical war machines. Most armies will have a unit or two of archers, crossbowmen or mighty war machines, and use these missile units to thin the enemy ranks before the bloody press of melee begins in later turns. Other armies will field masses and masses of missile units, intending to seize victory in the Shooting phase by obliterating the enemy at long range.

This section covers the shooting rules for common weapons and the majority of troop types. War machines and other, more peculiar, devices of destruction are covered in their own chapter (beginning on page 108). However, even the most colossal trebuchet is governed by many of the same rules as the humble bow and arrow, so it's worth reading through this section before unlimbering your cannon or organ gun.

PHASE SEQUENCE

Nominate one of your units that you want to shoot with and select one enemy unit you wish your unit to shoot at. Once you have declared your target, resolve shooting using the rules described.

Then proceed to the next unit that is shooting and continue as above until you have shot with everything able to do so.

SHOOTING SUMMARY

1. NOMINATE UNIT TO SHOOT
2. CHOOSE A TARGET
   - *Check the shooter can see the target*
   - *Check the target is in range of the weapon*
3. ROLL TO HIT
   - *Shooting modifiers*
4. ROLL TO WOUND
5. TAKE SAVING THROWS
6. REMOVE CASUALTIES

1. NOMINATE UNIT TO SHOOT

During the Shooting phase, a model armed with a missile weapon can use it to make a single shooting attack. Models that have marched, reformed or rallied this turn cannot shoot, nor can those that have made a failed charge, are fleeing or are fighting in close combat.

Orc Arrer Boy

WHO CAN SHOOT?

To launch a successful shooting attack requires a degree of preparation as most weapons take a long time to load or aim. As a result, a model that wishes to make a shooting attack must have had a relatively uneventful Movement phase. The most common reasons a model cannot shoot are:

- They marched in the preceding Movement phase – weapons will have been shouldered and ammunition secured while the unit advanced.
- They reformed, rallied or made a failed charge in the preceding Movement phase – they're too busy getting back into formation.
- They're fighting in close combat (and therefore for their lives).
- They're fleeing – such models are far more interested in saving their skins than firing their weapons.
- The model is under the influence of a specific spell or special rule that prevents it from making a shooting attack.

This is, of course, not a comprehensive list. Other situations will doubtless arise, due to spell effects, army special rules and other factors. Fear not! These will be explained by the relevant rule as and when they occur.

2. CHOOSE A TARGET

A model can shoot at an unengaged enemy unit that is at least partially within its forward arc, and to which it has an unblocked line of sight. The enemy must also lie within range of the weapon being used.

Now you've chosen the unit that will make the shooting attack, you need to choose a target for it to shoot at. All models in the same unit must shoot at the same target, so choose carefully.

CHECK THAT THE SHOOTER CAN SEE THE TARGET

As you might expect, to shoot at an enemy your warriors need to be able to see it. We use two straightforward rules to determine whether or not an enemy can be seen. Firstly, the target enemy unit must lie at least partially within the shooting model's forward arc, just as it would if your shooting model wished to declare a charge (if you need to refresh your memory about forward arcs, see page 5). Secondly, the shooting model must be able to trace a line of sight to the target (information on line of sight can be found on page 10).

Fire in two ranks

The rules given above allow front rank models to shoot, but we also want to allow models in the second rank to shoot (they take aim over crouched or stooping fellows in the front rank). Therefore, models in the second rank can use the line of sight and forward arc of the model directly in front of them for the purposes of all shooting attacks (including stand and shoot reactions). In simple terms, this allows units to fire in two ranks.

Models further back than the second rank of a unit are assumed to have their line of sight blocked by models further forward, and so will not normally be able to shoot.

CHECK THE TARGET IS IN RANGE OF THE WEAPON

All missile weapons have a maximum range that indicates the furthest distance they can shoot. A detailed summary of shooting weapons and their ranges can be found on page 88.

A model can normally only shoot at a target if it lies within the maximum range of the weapon it is shooting with. The one exception to this is when a unit Stands and Shoots – here we assume that the charging enemy has entered the weapons' range before the unit shoots.

WE CAN'T ALL FIRE!

All models in a unit have to shoot at the same target. Due to the relative positions of the shooting unit and the target, it might happen that some models in a firing unit can shoot the target while other models in the unit cannot (the target may be out of their forward arc or completely obscured by terrain or other models). Sometimes, some models in the shooting unit will be out of range. In these situations, you're free to continue with the shot, but only those models permitted to shoot the target (and that have it within their weapons' range) will fire.

In such circumstances, we assume that disciplined troops such as Elves simply do not fire at all and conserve their ammunition. On the other hand, it's easy to imagine that more boisterous warriors, such as Goblins, loose their arrows in an impressive looking (but hopeless and impossibly inaccurate) volley.
In either case, for gaming purposes, these models do not shoot.

SHOOTING INTO COMBAT

Models are not permitted to shoot at enemies that are engaged in close combat, for the simple reason that there's too much danger of hitting a friend! Remember that while a fight may look like two separate blocks of troops fighting head-to-head, it's actually a swirling melee where no one stays still long enough to offer a safe shot!

Some war machine weapons, particularly those that use templates, can accidentally hit friends whilst aiming at the enemy. The key word here is 'accidentally' – you cannot purposefully aim a template so that some of your models will be hit. See page 108 for more details on war machines.

Target Priority

As with any other attack, take care to make sure your shooting hits home where you need it the most. There's no denying that a distinct feeling of glee can be found from eliminating a small unit, but sometimes your slings and arrows are far more suitably employed whittling down that massive infantry block that's working its way towards your lines. Make no mistake, shooting is unlikely to win the game for you, but every casualty it causes will help you when close combat starts.

Dwarf Engineer

Remembering the roll To Hit

To Hit scores are easy to remember if you simply subtract the BS of the shooter from 7. This will give you the number you need. E.g. a model with a BS of 2 would need a roll of 5 or more to hit (7-2=5).

3. ROLL TO HIT

Roll a D6 for each shot fired. The model's Ballistic Skill determines what score they must equal or beat to hit their target after any modifiers have been applied.

Not all shots have the same chance of hitting. Some warriors are simply better at aiming than others, as reflected in a higher Ballistic Skill (BS). The higher the individual's BS, the greater his chance of hitting.

To determine whether you hit, you must make a roll to hit, i.e. you roll a D6 for each model that is shooting. Note that the number of Attacks a model has will not affect the number of shots – each model can shoot only once.

Count how many models in your unit are shooting and roll that number of dice. It is easiest to roll all the dice at once, although you don't have to. If there are a lot of models shooting, you might need to roll several batches of dice. The following table shows the minimum score you will need to hit.

Ballistic Skill	1	2	3	4	5	6	7	8	9	10
To Hit score	6	5	4	3	2	1	0	-1	-2	-3

Each dice that rolls a number equal to or greater than the value required has scored a hit. Each dice that rolls less is a miss.

For example, you fire with five Empire Archers. Men have BS 3, so you need a score of at least 4 to hit. You roll five dice and score 1, 2, 2, 4 and 6, which equals two hits and three misses.

Troops with a high BS have a To Hit score of 1, 0 or even a negative number (as shown above). Of course, you cannot roll less than 1 on a D6 so in Warhammer a To Hit roll of 1 on a D6 always fails, regardless of the dice modifiers and Ballistic Skill of the model.

Cocked Dice

There'll be occasions when a dice will end up not lying flat – normally because it's got caught in a wedge of terrain or propped up against a unit. Such 'cocked dice' are a touch inconvenient, and certainly they seem to bedevil important rolls more often than trivial ones. I find the best way of dealing with a cocked dice is to re-roll it if the result isn't clear. Other players prefer to re-roll any dice that isn't totally flat (thus avoiding any subjectivity) or eliminate the problem altogether by making sure they only roll dice on a totally flat surface.

SHOOTING MODIFIERS

Raw skill is not the only factor to determine the difficulty of a shot. Many battlefield conditions can alter the accuracy of missile fire, and we represent these with a series of shooting modifiers. Shooting modifiers are applied to the dice rolls before they are compared to the score needed to hit, making the shot more difficult, and therefore less likely to succeed.

Continuing the earlier example, if the five Empire archers had a -1 modifier applied to their shooting attack, all of the dice would count as rolling one point lower than they actually did. As a result, those dice would need to score a point higher, and instead of needing 4s to hit, they would now need 5s. Accordingly, only one archer would have hit.

7+ To Hit

If shooting modifiers result in a required score of 7 or more, it is still possible to hit the target. As it is impossible to roll a 7 or better on a D6, you will first need to roll a 6. Then, for each shot scoring a 6, you need to roll a further score as shown on the chart below. So, for example, in order to score an 8, you must first roll a 6 followed by a 5 or better. If you require a score of 10 or more then it is impossible to hit the intended target – the shots are lost.

7	6 followed by a 4, 5 or 6
8	6 followed by a 5 or 6
9	6 followed by a 6
10+	Impossible!

The shooting modifiers are cumulative (except when noted otherwise), and are as follows:

Moving and Shooting	-1
Firing at Long Range	-1
Standing and Shooting	-1
Target Behind Soft Cover	-1
Target Behind Hard Cover	-2

MOVING AND SHOOTING

Models that moved for any reason during the preceding Movement or Magic phase will have less time to aim, making their shots less accurate and suffering a shooting modifier of -1.

FIRING AT LONG RANGE

Missiles lose power and accuracy long before they reach their maximum range, so any shots taken at an enemy that is further away than half the weapon's maximum range suffer a -1 shooting modifier.

For example, a short bow has a maximum range of 16". Targets within 8" are in short range. Targets that are more than 8" and within 16" are in long range and so the firers suffer a -1 shooting modifier.

STANDING AND SHOOTING

Having a bellowing enemy bear down on you whilst you're trying to aim is most distracting. Models that are making a stand and shoot reaction suffer a -1 to shooting modifier.

COVER

If the majority of the models in the target unit (or, when firing against a single model, more than half of the target model) is obscured from the shooting model's view by other models (friend or enemy) or by terrain then an additional To Hit modifier is applied. This will be classed as either soft or hard cover – see right. It is common for some models in the firing unit to have something in the way, and for others to have a clear shot. Where this happens, simply resolve the two sets of shots (and thus the two sets of To Hit modifiers) separately.

Target Behind Soft Cover

Soft cover offers a little protection against missile fire, but its main advantage is to hide the target from view. If the majority of a unit is obscured by hedges, fences, wagons or other 'soft' terrain, it is said to be in soft cover. Soft cover inflicts a -1 shooting modifier.

Target Behind Hard Cover

Hard cover represents cover of a more durable kind, like that offered by stone walls, boulders, buildings and suchlike. We also count intervening units as hard cover (if they obscure the line of sight to the majority of the target, of course) as their presence will play havoc with the shooters' accuracy. If the majority of a unit is obscured by such 'hard' terrain, it is said to be Hard cover. Hard cover inflicts a -2 shooting modifier. Note that the To Hit penalties for hard and soft cover do not stack – in a situation where a target would benefit from both soft and hard cover, simply apply a -2 shooting modifier for cover.

Automatic Hits

Some unusual attacks (most commonly those made by magic missile spells – see page 31) hit automatically. Where this is the case, it is exactly how it sounds – do not roll for the attack, it instead automatically causes the number of hits stated within the wording.

Fast Dice Rolling

When a unit of models fires, all of its weapons are fired together, so you should ideally roll all of its To Hit dice at the same time. Sometimes there will be different weapons firing, firers with a different BS or firers subject to different shooting modifiers. In this case, you'll find it easiest to use different coloured dice, so that those shots can be picked out. This most commonly crops up where some (but not all) of a shooting unit has the target at long range – I simply roll white dice for the short range shots, and red dice for those shots subject to the long range modifier. I always find red dice to be luckier (I'm not sure why) so I save them for trickier rolls if there's a choice.

If this was the 'model's eye view' then: The Swordsmen (1) are completely visible – there is nothing in the way, and no cover modifiers apply. The Giant (2) is more than half hidden by the building, so shots against it would suffer from a -2 penalty for hard cover. Similarly, the Knights (3) would benefit from the -2 penalty for hard cover – which is the Swordsmen in this case. The Flagellants (4), with a front rank 8 models wide, are clearly more than half visible, and so do not benefit from cover. Although the majority of the Bright Wizard (5) is visible, he is in base contact with a fence and so benefits from the special rules conferred by obstacles (see page 122), counting as in soft cover (-1 To Hit).

Memorising the Wound chart

The To Wound chart can seem a little baffling at first – it's got a hundred results to choose from, after all. There is, however, a method to its madness.

If your Strength is the same as the target's Toughness, you always need a 4+ to wound. If it's one point higher, you need a 3+. If your Strength is higher still, you need a 2+ (1s always fail, after all). Conversely, if your Strength is a point lower than the target's Toughness, you need a 5+ to cause a wound, and if it's lower still you're going to need a 6 – time to break out the red dice.

4. ROLL TO WOUND

For each shot that hits, roll again to see if it wounds the target. The score needed is determined by comparing the Strength of the firing weapon with the Toughness of the target.

Hitting your target is not always enough to put it out of action – sometimes the shot results in little more than a graze or trivial flesh wound.

To determine whether a hit causes a telling wound, compare the weapon's Strength (not the Strength of the firer) with the target's Toughness characteristic. Each weapon has a Strength value, given in that weapon's description on page 88 – some examples are shown below.

Weapon	*Strength*
Bow	3
Crossbow	4

Pick up all the dice that have hit, and roll them again. Then, consult the To Wound chart, cross-referencing the weapon's Strength (S) with the target's Toughness (T). The number indicated is the minimum score on a D6 needed to convert the hit into a wound. Any dice that equal or beat the score shown on the chart have successfully scored a wound!

For example: An Empire Archer shoots his bow at an Orc. The soldier has a Strength 3 bow and the Orc is Toughness 4. The Archer therefore needs to score a 5 or more to inflict a wound. If the soldier had fired a Strength 4 crossbow instead, he would have needed a 4 or more to inflict a wound.

Resolving Unusual Attacks

There are several circumstances in Warhammer that call upon you to inflict hits upon an enemy – spells being an obvious example (the *Fireball* spell causes D6 Strength 4 hits on an enemy unit), as well as things like the Impact Hits made by a charging chariot (covered in the Special Rules chapter). Such hits are resolved using steps 4, 5 and 6 of the rules for shooting attacks.

The only exceptions are hits caused by close combat attacks – these are discussed in the Close Combat chapter (page 46).

TO WOUND CHART

ATTACKER'S STRENGTH	TARGET'S TOUGHNESS 1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
3	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Flamer of Tzeentch

5. SAVING THROWS

Each wound suffered may be cancelled if the controlling player makes a saving throw. There are two types of saving throw: armour saves and ward saves. Armour saves suffer modifiers based on the Strength of the weapon, but ward saves are never modified.

Models that are wounded still have a chance to avoid a grisly death by 'saving' the wound. Hand your opponent all the dice that scored successful wounds – he then rolls these in an attempt to 'save' his models. If he rolls equal to or greater than the model's save, the wound has been deflected by its armour or some other form of protection.

Note that a model can never have a save (of any kind) better than 1+ for any reason, and that, even then, a roll of 1 is always a failure.

There are two main kinds of save: armour saves and ward saves.

ARMOUR SAVES

Few warriors venture onto the battlefield without some measure of protection, be it only a padded leather jerkin or battered shield. Of course, the more elite or better funded a warrior is, the quality of his armour is likely to be better, so some troops wear chain-, scale- or plate mail, dramatically increasing their chances of survival. The level of this physical protection is represented by the armour save – the more armour a model is wearing, the higher his armour save becomes.

The value of a model's armour save is determined by the equipment it carries, as detailed in its entry in the relevant Warhammer Armies book. Light armour provides a 6+ armour save, meaning that a 6 must be rolled to save a wound, whilst heavy armour bestows a 5+ armour save. Some special types of armour, such as Chaos armour or the Gromril armour of the Dwarfs, grant a formidable 4+ armour save.

SHIELDS

A model's armour save is boosted still further if it carries a shield. Shields are highly effective in battle, as they can be used to fend off both shooting and close combat attacks.

If a model carries a shield, the score it needs to save is reduced by 1 (though this can't take the save to beyond 1+).

For example: A Black Orc wears heavy armour and thus has an armour save of 5+. If the Black Orc also carries a shield, his armour save increases to 4+.

The table below shows the most common combinations, and their associated armour saving throws. Note that there are other armour saving throw modifiers to encounter in Warhammer – notably for riding a cavalry mount of some kind, as discussed on page 82.

Armour worn	*Saving Throw*
None	None
Light armour	6+
Light armour and shield	5+
Heavy armour	5+
Heavy armour and shield	4+

ARMOUR SAVE MODIFIERS

Some weapons or creatures are so powerful that they can punch right through armour. Such attacks inflict a modifier on the saving throw, just as shooting modifiers affect the To Hit roll.

An attack of Strength 4 inflicts a save modifier of -1, with the modifier growing a point higher for each additional point of Strength. Note that this means a model could be hit by an attack whose armour save modifier makes the armour save impossible to pass – in which case, the save is automatically failed.

Strength	4	5	6	7	8	9	10
Armour save modifier	-1	-2	-3	-4	-5	-6	-7

For example, a crossbow bolt (Strength 4) hits a warrior wearing light armour and carrying a shield. Normally, the warrior would need to roll 5 or 6 to make his armour save and avoid taking the wound but, because of the crossbow's hitting power, a -1 modifier is applied to the dice roll. Therefore, the warrior must now roll a 6 to save.

Dice Overboard

I find it best to ignore the results of dice that have escaped the playing area for the vast and musty areas of carpets below, and always re-roll the results (hopefully on the battlefield this time). Quite apart from the problem of convincing your foe that, no, honestly, the score was a 6, errant dice often find their way into the most unlikely of nooks and crannies, and can prove extremely difficult to track down without the aid of a torch as well as copious amounts of time and patience – both of which are better employed in the spirited continuance of the game.

Wood Elf Lord.

High Elf Prince

WARD SAVES

Of course, the Warhammer world is a place of magic, of spellcrafted armour and magical protection, where creatures can have an arcane resilience at odds with a sometimes frail appearance. For such circumstances we have the ward save. A ward save represents some form of magical protection, be it a spell, enchanted armour or perhaps even the innate nature of a Daemon or other magical creature. Ward saves are not necessarily represented by a model's equipment – unbound by physical laws, Daemons and their ilk have no need to burden themselves with weighty armour, for example.

The value of a ward save will always be shown in a model's entry in the relevant Warhammer Armies book. Daemons, for example, have a ward save of 5+, meaning that a score of 5 or more is required to prevent a wound. The key difference between ward saves and armour saves is that ward saves are never modified by the Strength of the attack. Just as with armour saves, a roll of a 1 is always failure, however good the save.

Note that different ward saves cannot be combined to increase a model's chance of saving. If a model has more than one ward save, simply use the best.

More than one save

Sometimes a model has both an armour save and a ward save. Where this is the case, the model takes its armour save as normal.

If the armour save is failed (or modified to the point at which the model cannot pass it) then the model takes its ward save.

'Instant Kills'

Some special attacks don't inflict wounds, but require models to be removed as casualties (after failing a Ld or T test, for example). Where this is the case, not only are no saves of any kind allowed (unless specified otherwise), but the number of wounds on the victim's profile is completely irrelevant – just remove the model from play, and hope for better luck next time!

6. REMOVE CASUALTIES

The target unit suffers casualties for any wounds that have not been saved. Casualties are always removed from the rear of a unit.

For every model that fails its save the target unit suffers an unsaved wound (any saves that were not possible because the modifier was too high also count as having been failed). Most models have only a single Wound on their profile, in which case a single model is removed for each unsaved wound caused. Individual warriors are not necessarily dead, they may just be too badly wounded to fight on. For our purposes, the result is the same, so we treat all casualties as if they were killed and remove them from play.

Although casualties would normally fall amongst the front rank, for the purposes of game play we remove models from the rear rank of the unit. This keeps the formation neat and represents rear rankers stepping forward into gaps formerly filled by fallen comrades. If the unit is deployed in a single rank, then casualties are removed equally from both ends.

MODELS WITH MORE THAN ONE WOUND

Some particularly huge or hardy troops, such as Ogres, have more than one Wound on their profile. Should such a unit suffer wounds, you must remove as many whole models as possible. You are not allowed to spread the wounds throughout the unit to avoid suffering casualties, tempting though it may be to do so.

In this situation, divide the number of wounds caused by the Wounds characteristic of the models in the target unit, removing this number of models from the rear-most rank. Any leftover wounds that were not enough to remove a model are carried over and will be added to the wounds inflicted by any subsequent attacks.

For example: A unit of Ogres suffers 5 wounds from arrow fire. Ogres are huge creatures and each model has 3 Wounds. So, 5 wounds equals one model dead (3 wounds) with 2 wounds left over. The wounds left over are not enough to remove another model, so the player must make a note that 2 wounds have been suffered by the unit. If the unit takes another wound from some other attack later in the game, then another Ogre model is removed.

HITS INFLICTING MULTIPLE WOUNDS

Some war machines, spells or magic weapons are so destructive that if a model suffers an unsaved wound from them, the victim doesn't lose only 1 Wound, but 2 Wounds, or a number of Wounds equal to the roll of a D3, D6, etc, as noted in the weapon's rules. In such cases, roll to hit and to wound as normal and then take any armour saves and ward saves that apply. Finally, for each such wound that is not saved, roll the appropriate dice to determine how many wounds are caused. A model cannot suffer more wounds than it has on its profile. Should the model do so, it dies instantly and any excess wounds are wasted. You'll notice a single hit causing many wounds works differently to multiple hits that each cause a single wound. This is quite deliberate – it's easy to imagine a volley of arrows falling amongst the members of a unit and killing several, but a cannonball that hits a single Elf should always only kill a single Elf, regardless of how mighty the blow.

MULTI-WOUND MODELS AND MULTI-WOUND WEAPONS

If a unit of creatures with more than 1 Wound on their profile is hit by a weapon that causes multiple wounds, determine how many wounds are caused on each model individually (remember that each model cannot suffer more wounds than it has on its profile). Add up all wounds caused on the unit and then remove the appropriate number of models, noting any spare wounds on the unit.

This method is also applied if such a unit is attacked by a spell or weapon that causes a hit on every model in the unit.

SHOOTING AND PANIC

If a unit suffers too many casualties during the Shooting phase, there is a chance that it will panic and flee. Full rules for Panic tests can be found starting on page 62.

Wound Markers

It's always worth placing a marker next to a wounded model in order to remind you of just how much damage it has taken. Whilst you'll not normally have many multi-Wound models on the battlefield, it's the kind of detail that gets forgotten when the battle heats up, and can prove crucial later in the game. I normally use a coin or counter to represent wounds, as these can't be easily confused with anything else. A lot of people use dice, but I have a tendency to pick them up and roll them by mistake, erasing the record of wounds with one fell swoop...

Skeleton Archer

CLOSE COMBAT

You've outmanoeuvred your foe, weakened him through spellcraft and shooting – now it's time to finish the job! The Close Combat phase is easily the most decisive part of Warhammer. It's here that swirling melees are resolved, as your warriors hack, slice and pummel their way through the enemy ranks. Make no mistake, a successful Close Combat phase can change forever the fortunes of your army. If you've prepared well in the Movement, Magic and Shooting phases, victory is likely to be your reward.

Unlike other phases of the game, the combat phase offers both sides a chance to inflict damage on the foe, although you, as the player whose turn it is, will be the one choosing the order of the combats.

All close combats must be resolved during this phase – a unit in combat cannot choose not to fight, for whatever reason. After all, once your warriors have charged into the enemy, they are not going to simply sit down and amicably discuss their differences!

Most combats involve a single unit fighting a single opposing unit, so that's what we'll discuss first. Sometimes however, you'll end up with a multiple close combat where there is more than one unit fighting on one or both sides. Multiple close combats have some additional rules, which you'll find discussed towards the end of the chapter (page 59). As all the rules for a normal close combat also apply to a multiple close combat, you'll probably find it easier (and clearer) if you just work your way through the section.

CLOSE COMBAT PHASE SEQUENCE

The player whose turn it is nominates a close combat involving one or more of his units and fights a round of close combat using the rules described. Then proceed to the next close combat and continue until all units have fought. Resolve each combat completely, including any flee and pursue moves, before moving on to the next combat.

Oops, forgot...

There's a lot to think about when you're commanding an army – even the most alert of us occasionally have lapses and forget to declare a charge, cast a spell or shoot with a unit. In fact, I've been known to completely forget entire phases in some games. If your opponent looks like he's forgotten to do something fairly crucial, such as not declaring a charge with a killer unit, firing a war machine or similar, it's considered good form to politely remind him – you want to win through your own skill and not through your opponent's lapses, after all...

On the other hand, if you realise that you forgot to do something in a previous phase of the game, you should go on with the game and try to remember it next time. Back-tracking several phases of a game is very impractical, if not impossible!

CLOSE COMBAT SUMMARY

1. FIGHT A ROUND OF CLOSE COMBAT
- *Who can strike?*
- *How many attacks?*
- *Striking order*
- *Roll to hit*
- *Roll to wound*
- *Saving throws*
- *Remove casualties*

2. CALCULATE CLOSE COMBAT RESULT
- *Combat result bonuses*
- *Who's the winner?*

3. LOSER TAKES A BREAK TEST
- *Taking a Break test*
- *Combat reform*

4. FLEE AND PURSUE
- *Restrain or pursue?*
- *Roll flee distance*
- *Roll pursuit distance*
- *Caught!*
- *Move fleeing unit*
- *Restraining units reform*
- *Move pursuers*

1. FIGHT A ROUND OF CLOSE COMBAT

Dwarf Slayer

Just as all eligible units (i.e. those in base contact with the enemy) must fight in close combat, similarly all models in base contact with an enemy must fight. Models cannot elect not to strike, nor can they normally be prevented from doing so.

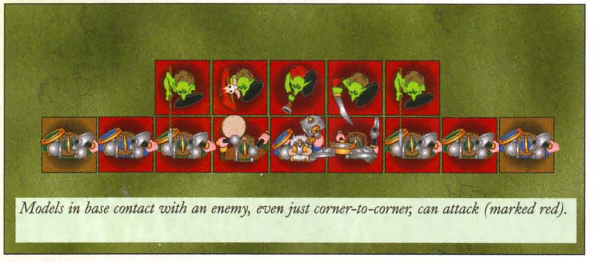
Occasionally a spell or special effect will stop models from fighting, but more often will simply reduce a model's chances of landing a blow – the will to survive is particularly strong when a six-foot-tall, heavily muscled killing machine is laying about you with an axe.

WHO CAN STRIKE?

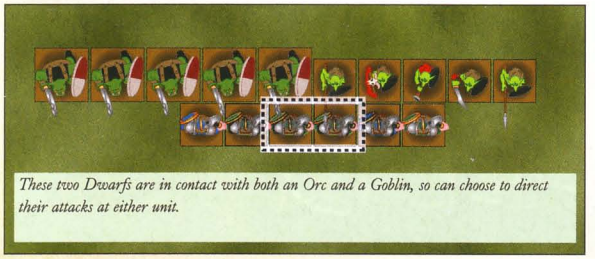
Models can fight if they are in base contact with an enemy model when it is their chance to attack, even if the models' bases only touch at the corner.

Even models attacked in the side or rear may fight. In such cases the models are not actually turned to face their enemy – we simply assume that the individual warriors twist around as best they are able in the tight press of warriors.

Normally, a warrior can only strike blows against an enemy model in base contact. The most common exception is if he is making a supporting attack.



Models in base contact with an enemy, even just corner-to-corner, can attack (marked red).



These two Dwarfs are in contact with both an Orc and a Goblin, so can choose to direct their attacks at either unit.

HOW MANY ATTACKS?

Models in base contact with one or more enemies strike a number of blows equal to their Attacks characteristic.

For most troops this will normally be 1, although bonuses for additional hand weapons (see page 91), spells or special rules can raise or lower the total. More powerful creatures, characters and monsters will often have 2, 3, 4 or even more Attacks.

DIVIDING ATTACKS

Sometimes a particular model will find itself in base contact with two different kinds of enemy, perhaps warriors from two different units, or even a rank-and-file warrior and a character.

If a model is touching enemies with different characteristic profiles, it can choose which one to attack when its turn to strike comes (before any dice are rolled).

For example, if faced with an enemy character and an enemy warrior, you might decide to attack the warrior because he is easier to kill, or you could take a more heroic path instead and attempt to slay the enemy character.

Similarly, if a model has more than 1 Attack, it can divide its attacks as the player wishes. Only the most skilled, experienced or formidable warriors have more than a single Attack on their profile, and it seems sensible that such fighters would have the wits to strike at more than one foe should the opportunity present itself.

There's no right or wrong in such a decision – just make sure you declare your intentions to the opponent before any dice are rolled.

SUPPORTING ATTACKS

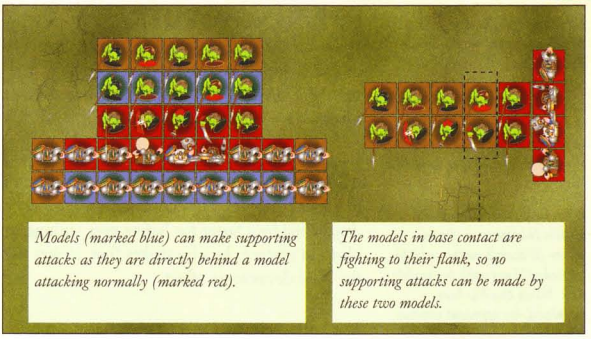
Warriors in the second rank do not sit idly by whilst their comrades battle away, but muster forward to strike blows of their own. We refer to the attacks made by these models as supporting attacks.

A model can make a supporting attack if it is directly behind a friendly model that is itself fighting an enemy in base contact, as shown in the first diagram on the right.

Supporting attacks cannot be made to the side or rear. Nor can they be made by models that are in base contact with enemies – they must fight the more immediate foe!

Of course, a warrior making a supporting attack is rather more constricted by the press of bodies than one who is face to face with his foe. To represent this, he can only ever make a single Attack, regardless of the number of Attacks on his profile, or any bonus Attacks he might otherwise be entitled to because of special rules or other unusual effects.

Supporting attacks are made against models in base contact with the front rank model that is being fought 'through'. If the front rank model is in base contact with two or more enemies with different profiles, the attacking player can choose which model to direct the supporting attack against (before dice are rolled).



Models (marked blue) can make supporting attacks as they are directly behind a model attacking normally (marked red).

The models in base contact are fighting to their flank, so no supporting attacks can be made by these two models.

THE HORDE

Any unit that is at least ten models wide is counted as being a horde. Warriors in a horde can make supporting attacks from the third rank, not just from the second!

This represents the crush of bodies driving yet more warriors into striking distance, as well as the back ranks surging forwards to assail the unengaged enemy warriors. If the unit drops below the minimum frontage it ceases to be a horde and loses the ability to make these extra supporting attacks.

The unit of Dwarfs is ten models wide, so an extra rank can make supporting attacks.

INCOMPLETE RANKS

Strange gaps where models are missing from a rank do not prevent warriors from fighting.

If a unit is fighting to its flank, the models in the incomplete rank are moved into contact with the enemy, there to fight and be fought normally. If the unit is fighting to its rear (or fighting to both flanks) some enemy models might not end up in base contact because of the models in the incomplete rear rank. In this specific situation, the models can fight across the gap, even if not physically in base-to-base contact. In reality, the chargers would not have stopped one step away from the enemy and would have moved in to continue the fight – treat these models as being in base contact with the enemy.

The models in the incomplete rank are moved to be in contact with their enemies.

If casualties inflicted on the Goblins cause the unit to be separated, move the Dwarfs unit forward to maximise contact.

Drawn Initiative

Making attacks simultaneously doesn't necessarily mean both players need to roll both sets of dice at once. You can, of course, make simultaneous rolls, but it often gets a little confusing with so many dice rattling around in one go.

A far tidier way of resolving drawn Initiatives, is for one player (it doesn't matter which) to resolve blows with his models first. When this has been completed, his opponent resolves blows made by his models as if no casualties had been caused by his opponent's set of rolls. You'll find that resolving drawn Initiatives in this manner is much less confusing than the alternative methods.

STRIKING ORDER

Blows are struck in Initiative order. If a model is killed before its turn to strike, it does not fight. If Initiative values are drawn, blows are struck simultaneously.

In the desperate hack and slash of close combat, the advantage lies with those warriors swiftest of mind and reaction. Slow opponents will often be dispatched by a faster foe before ever striking a blow. In essence: he who strikes first, strikes to the most devastating effect.

A model's Initiative characteristic determines who attacks first in close combat. Work your way through the Initiative values of the models, starting with the highest and ending with the lowest. Models make attacks when their Initiative value is reached, assuming of course that they haven't already been killed by a model with a higher Initiative and that there is still an enemy in base contact. Where models have the same Initiative, their attacks are made simultaneously.

For example, a unit of Dark Elf Spearmen are charged by a unit of Orc Boyz. The Dark Elves have an Initiative of 5, while the Orcs only have Initiative 2. The Elves will go first because of their higher Initiative.

SPLIT PROFILES AND STRIKING ORDER

Where a model has Attacks at two or more Initiative values, such as a knight or other cavalry models (see page 82), resolve each set of Attacks in the relevant order.

If the model is slain before it can finish striking all of its blows (because one set of Attacks is at a lower Initiative than the enemy) then obviously these are lost, just as a model with a single profile would lose all of its Attacks if it were slain before striking blows.

Similarly, on rare occasions, a model with a split profile might be unable to strike some of its blows because all eligible enemies have been slain. Take heart from the fact that such situations are normally caused by your warriors having killed a great deal of the foe.

ROLL TO HIT

Roll a D6 for each attack. Compare the Weapon Skill of the attacker and the defender to determine the score required to hit.

To determine whether or not hits are scored, roll a D6 for each Attack a model gets to make. The dice roll needed to score a hit on your enemy depends on the relative Weapon Skills of the attacker and the target. Compare the Weapon Skill of the model striking blows with that of the target model and consult the To Hit chart (shown to the left) to find out the minimum score needed to hit.

If you look at the chart, you will see that equally matched models hit an enemy on a 4+, but if the attacker's Weapon Skill is greater than that of his target, he will hit on a dice roll of 3+. In the rare cases when an targets's Weapon Skill is more than double that of the attacker, a 5+ is required for a successful hit.

If you roll too low, the Attack has missed, and if you equal or beat the required score, the Attack has hit. Sometimes modifiers apply to these rolls, but a natural dice score of 6 always hits and a natural dice score of 1 always misses.

Continuing our earlier example, the Dark Elf Spearmen are Weapon Skill 4, whilst the Orc Boyz are Weapon Skill 3. Looking at the To Hit chart, we can therefore see that the Dark Elves will require 3s to hit, whilst the Orcs will need 4s.

TO HIT CHART

ATTACKER'S WEAPON SKILL	TARGET'S WEAPON SKILL 1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

ROLL TO WOUND

Roll a D6 for each attack that hit. Compare the Strength of the attacker and the Toughness of the defender to find the score required to wound.

Not all hits are going to harm your enemy – some bounce off tough hide, while others cause only superficial damage. As with shooting, once you have hit your foe, you must roll again to see whether or not each hit inflicts a wound. Pick up all the dice that scored hits and roll them again.

Consult the To Wound chart, cross-referencing the attacker's Strength with the defender's Toughness. Both values appear on the profiles of the creatures that are fighting. The chart indicates the minimum score required on a D6 to cause a wound. In most cases, you use the Strength on the attacker's profile regardless of what weapon they are using. However, some close combat weapons give the attacker a Strength bonus, as we'll discuss in the Weapons chapter on page 88.

Remember to roll dice separately for models with different Strength values.

Continuing the battle on the previous page, the Dark Elves are Strength 3 and Toughness 3, whilst the Orcs are Strength 3 and Toughness 4. Looking at the To Wound chart, we can see that the Orcs will need 4s to wound, whilst the Elves will need 5s.

TAKE SAVING THROWS

The enemy now rolls a D6 for each wound suffered. If the score is equal or greater than the model's saving throw, the wound is discounted.

As before in the Shooting phase, the enemy player can try to 'save' models that have been wounded. He rolls a D6 for each wound suffered by his troops. If he rolls equal to or greater than the model's save (after any modifiers have been applied) the wound has been deflected by its armour. See page 43 of the Shooting Phase if you need a reminder about the different types of save and how they work. Remember that wounds caused by Strength 4 or higher inflict a saving throw modifier on armour saves.

Strength	4	5	6	7	8	9	10
Armour save modifier	-1	-2	-3	-4	-5	-6	-7

REMOVE CASUALTIES

Casualties are removed from the rear rank, just like models killed by shooting attacks. Models that have stepped up to replace the fallen can fight, provided that their Initiative step has not passed.

With saving throws made or failed, you now need to remove the slain. Close combat casualties are removed in the same way as shooting ones. Although we can imagine casualties falling amongst the fighting rank, warriors in the ranks behind will step forward to fill any gaps that appear. Casualties will therefore be removed straight from a unit's rear rank. This means that if a unit is big enough, taking a handful of casualties will not reduce the number of Attacks the unit can make back.

It can happen that a model causes more casualties than it has enemies in base contact. The excess casualties are removed as normal from the unit as a whole, representing the attackers fighting over the fallen foes.

It is a good idea not to immediately remove models that are slain from the table, but instead temporarily place them next to their unit – you will need to know how many casualties have been caused when working out who won the combat.

Fast Dice Rolling in Close Combat

As with shooting attacks of the same Ballistic Skill and type, you can roll To Hit dice together if they're of the same Initiative and Weapon Skill. Naturally, if there's a higher Weapon Skill present, you'll want to represent it with a different set of dice. This is not only because the model(s) with the better Weapon Skill will probably be more likely to hit the foe, but also because they'll probably have a higher Strength, more devastating weapon or special rules that otherwise help cause damage. Even if none of these things are true in a particular combat, I like to roll dice separately for important models. That way I can be sure that my characters, monsters and so on have lived up to their fearsome reputation and, what's more, so can my opponent!

TO WOUND CHART

ATTACKER'S STRENGTH \ TARGET'S TOUGHNESS	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
3	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

2. CALCULATE COMBAT RESULT

Once all the models engaged in the combat have fought, this concludes what we call a 'combat round' or 'round of close combat'.

Now you must determine which side has won. Inflicting casualties plays a huge part in seizing victory, but other factors, such as the sheer mass of a unit, the momentum of a charge and fighting downhill, can also prove to be telling.

The winner of a combat is decided by the number of casualties, plus certain other bonuses. To calculate which side has won the combat, we first need to work out each side's combat result score. We determine combat result score by adding up the following bonuses:

WOUNDS INFLICTED

+1 combat result for each wound inflicted.

Inflicting wounds on the foe is an important factor when determining combat resolution – perhaps the most important.

Each side's basic combat result is equal to the wounds caused in the combat. It's important to tally up the number of wounds, rather than the number of casualties – most characters and monsters have more than one wound and it can take several rounds of combat to slay them.

Nonetheless, our warriors take heart from the harm inflicted on such powerful foes, even if they are not yet down for the count. Do NOT count wounds that were saved (in other words, only count unsaved wounds).

Attacks that kill a model outright (made with a Killing Blow, say – see page 72) count as having scored all the slain model's remaining wounds.

Ogre Maneater

CHARGE!

+1 combat result if the unit charged.

The momentum of a charge can give your unit a much-needed boost when breaking the spirit of your enemy. If your unit charged this turn, it receives +1 combat result.

EXTRA RANKS

+1 combat result for each extra rank with at least five models, to a maximum of +3.

The extra ranks of a unit's formation are not solely there to provide replacements to the fighting rank – they push the front rank forward and this momentum can swing a fight all by itself.

If your unit's formation is at least five models wide, you can claim a bonus of +1 combat result for each extra rank of five or more models behind the fighting rank, at the end of the fight, up to a maximum of +3. Note that this bonus can be claimed for an incomplete rear rank, as long as there are five models in it.

Disruption

A unit does not receive combat result points for extra ranks as long as it is disrupted.

A unit is disrupted if an enemy is attacking it in the flank or rear, and that enemy unit has two or more ranks of at least five models. Smaller units are assumed to have insufficient mass to cause disruption.

Sometimes, an enemy unit will begin the round of close combat with enough ranks to cause disruption, but takes enough casualties so that it no longer has two or more ranks of five or more models. In this case, it can no longer disrupt the unit it is fighting and the extra ranks are counted as normal.

STANDARD

+1 combat result for a standard bearer.

Most troops fight all the harder beneath the colours or symbols of their city, nation, tribe or god. If your unit includes a standard bearer, it receives +1 Combat Result.

FLANK ATTACK

+1 combat result if your unit is fighting the enemy unit's flank.

Fighting a foe in its flank is a great advantage. The enemy warriors cannot easily turn to combat their attackers, and the sudden appearance of an enemy from an unexpected quarter has a psychological value all of its own. Therefore, if your unit is fighting the enemy in its flank, it receives +1 combat result. Remember that if your unit has two or more ranks of at least five models, it's likely to disrupt the enemy formation into the bargain as well (see Disruption earlier).

REAR ATTACK

+2 combat result if your unit is fighting the enemy unit's rear.

Fighting the enemy in the rear has all the advantages of a flank attack, only more so. If your unit is fighting the enemy in the rear, it receives +2 Combat Result.

THE HIGH GROUND

+1 Combat Result if the unit charged downhill.

The added momentum gained when charging downhill is a significant advantage. Therefore, if your unit charged and the majority of the models in your unit began the turn higher up than the enemy unit that was charged, you receive +1 combat result. This might seem like an odd way to phrase it, but allows the rule to cover most situations.

UNCOMMON BONUSES

In addition to the combat result bonuses explained above, there are two other types of bonus that it's worth mentioning, but that won't crop up so often in your games. Each is tied to a special rule that we'll be discussing in more detail later in the book, but for completeness they are presented here:

Battle Standard

+1 combat result if the unit includes a Battle Standard Bearer.

Troops fight harder under the personal banner of their lord. Therefore, if your unit includes a battle standard, it receives +1 combat result, cumulative with any bonus for a 'normal' standard. See page 107 for more about battle standards.

Overkill

+1 combat result per excess wound caused in a challenge, to a maximum of +5.

When a unit sees their enemy's best fighter cut to ribbons, the carnage most definitely influences their will to fight. If a character fighting in a challenge kills his opponent and scores more wounds than his enemy has remaining, then each excess wound scores +1 combat result, up to a maximum of +5.

Challenges are a special type of close combat performed only by characters, and are covered in more detail on page 102.

For example, a unit of High Elf Archers is fighting a unit of Goblins.

The Goblins inflict 3 wounds on the High Elves, and the High Elves inflict 4 wounds on the Goblins. However, the Goblins have four complete ranks in their unit, each rank beyond the first adding +1 to their score, and have charged the High Elves, adding another +1. This gives them 3+3+1 = 7 points against the High Elves' score of 4.

The High Elves have therefore lost the combat, even though they have caused more casualties – the vast numbers of Goblins have overwhelmed them. The High Elves will now have to take a Break test to avoid fleeing from combat.

WHO'S THE WINNER?

The unit with the highest combat result score wins the fight.

After adding together all the combat result bonuses, you'll be able to determine the winner, i.e. the side that scored the most. The other side has lost and might even run from the fight, as we'll discuss in the next step. If both sides have the same score, the result is a draw and the combat will continue in the next turn.

The higher the difference between the winner's combat result score and the loser's, the bigger and more decisive the victory. An 8 against 7 victory, for example, is only a slight win because the difference in scores is only 1. An 8 against 2 victory, however, is extremely decisive, as the difference in scores is a whopping 6. This difference is important because it is used when working out whether a defeated enemy stands its ground or turns and flees.

WIPEOUT!

Of course, if one side has been completely wiped out in the fight, the other side is automatically the winner. In such cases the unit automatically restrains pursuit and reforms (as discussed on page 57). Alternatively, if the unit charged this turn it can choose to overrun (see page 58).

Goblin Warboss

Chaos Marauder

3. LOSER TAKES BREAK TEST

The losing unit in a combat must pass a Leadership test or flee! This Break test is modified by the amount by which the unit lost the combat.

In the brutal hack and slash of close combat, it is rare for warriors to fight to the last man. Defeating the enemy is much easier if you can break the resolve of your opponent.

The side that loses a round of close combat must take a test to determine whether it continues to stand and fight, or breaks from the combat and runs away. This is called a Break test. Troops that are better led, braver, and more professional are more likely to stand firm, while wild, temperamental troops are far more likely to run for it.

TAKING A BREAK TEST

A Break test is a type of Leadership test. However, before rolling the dice, the difference between the winner's combat result score and the loser's is applied as a penalty to the defeated unit's Leadership. If the total is less than or equal to the loser's modified Leadership, the unit stands its ground and settles in for another round of fighting – this close combat has finished for the turn. If the total is greater than the unit's modified Leadership value then the unit has broken and will flee. Note that this modified Leadership is used only for the Break test and any subsequent attempt to make a combat reform – see the next page.

From our earlier example, the High Elves must take a Break test with a -3 penalty to their Leadership, because the difference between the scores was 3. High Elves have a good Leadership value (8) but with the extra -3 penalty their Leadership is reduced to 5 for this test, therefore the player will have to roll 5 or less to stand and fight. The player rolls 2D6 and scores 7 – this is greater than the unit's modified Leadership, so the Elves have broken and will flee.

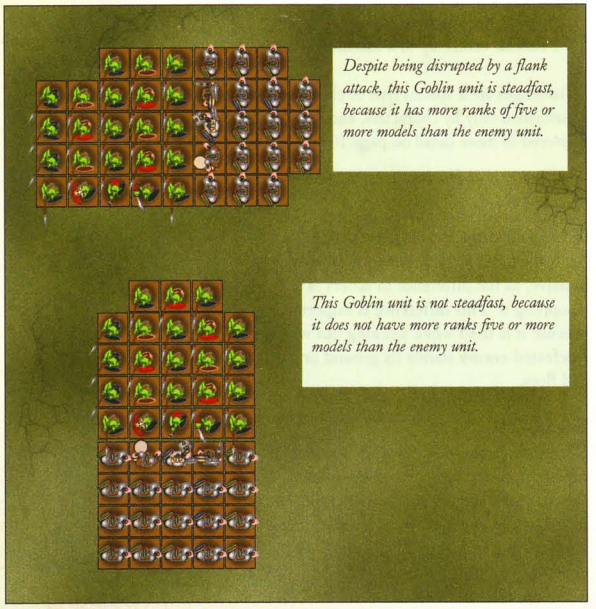
STEADFAST

If a defeated unit has more ranks than its enemy, it takes its Break test on its unmodified Leadership.

When at war, there's definitely something to be said for having vast numbers at your disposal. Not only will your warriors be worried far less by the odd fallen comrade (there's plenty more where they came from) but they'll also take heart from being more numerous than the enemy. To represent this in our games, we have something called the Steadfast rule.

Simply put, a unit is considered to be steadfast if it has more ranks than its enemy. As with calculating extra ranks for the purposes of combat resolution, the ranks have to be five or more models wide for the unit to be treated as being steadfast. The last rank doesn't have to be complete, but must have at least five models. Similarly, the enemy's ranks also have to be five or more models wide to counter your unit from being steadfast.

Steadfast units can always take Break tests on their unmodified Leadership (or the General's unmodified Leadership if the testing unit is in range of his Inspiring Presence special rule – see page 107). It doesn't matter whether they have been beaten by 1 point or by 100 points, they still use their normal Leadership value.



Despite being disrupted by a flank attack, this Goblin unit is steadfast, because it has more ranks of five or more models than the enemy unit.

This Goblin unit is not steadfast, because it does not have more ranks five or more models than the enemy unit.

It should be noted that a unit does not lose its steadfast status for being disrupted. A flank charge might be able to disrupt a unit, but it can't prevent the warriors in that unit realising they outnumber the foe.

For example, a unit of Empire Halberdiers is attacked in the rear by a unit of daemonic Bloodletters. Unsurprisingly, the Halberdiers take quite a beating, and end up losing the combat by 7. However, the Bloodletter unit has only 12 models, arranged into two complete ranks and a third rank of 2 Daemons, whilst the Halberdiers still have 30 models left, giving them five ranks of 6 models. As the Halberdiers have more ranks than the Bloodletters, they are Steadfast and will test on their unmodified Leadership of 7.

INSANE COURAGE

If a unit rolls double 1 for its Break test, it passes it, regardless of any other modifiers.

Occasionally, in the middle of a battle, even the humblest regiment becomes filled with steely courage and discipline, deciding to stand their ground, no matter the odds! Such unpredictable occurrences are represented in the game by the Insane Courage rule. This simply means that if a unit rolls a double 1 for its Break test, it will stand its ground, regardless of how badly it has lost the fight.

For example, a unit of Night Goblins is charged in the flank by a unit of Chaos Knights. The combat is resolved and the Chaos Knights win the fight by 10 points. The Night Goblins' Leadership of 5 means that they would need to roll -5 or less (assuming, of course, that they are not Steadfast), which is obviously impossible. There still is a point in rolling the dice for the Night Goblins though, because there is a remote chance of rolling a natural, unmodified, double 1, meaning that the Night Goblins would brave the onslaught and heroically (or foolishly!) stand their ground.

COMBAT REFORM

Assuming that a unit doesn't flee the fight, its leader can attempt to bring more warriors to bear against the foe. This is far easier for the winning side, as they have sufficient momentum, but a disciplined unit can manage this even if on the losing end of a combat.

REFORMING FROM VICTORY

If your unit wins the close combat but the enemy does not flee, or the combat was a draw, your unit can immediately make a combat reform manoeuvre.

A combat reform is essentially a standard reform (page 14) save for the fact that it can be made even though the unit is in close combat. The most common usage of a combat reform is to allow the unit to turn to face its enemy (if attacked in the flank or rear), although it can also be used to bring more models into the fight by increasing the unit's frontage. There is one special restriction on a combat reform, however – it cannot be used to get a model (friend or foe) out of base contact with the enemy if it was in contact before the reform was made. The model can be in base contact with a different enemy at the end of the reform if you wish.

REFORMING AMID DEFEAT

If your unit loses the combat, but does not flee, it can still attempt a combat reform.

In this case, your unit must pass a Leadership test to muster the necessary discipline to alter its formation. Note that this Leadership test is subject to any modifiers from having lost the fight, just like a Break test. If your unit is steadfast (or has the Unbreakable special rule – see page 78) the test is taken on the unit's unmodified Leadership. If the test is failed, your unit cannot make a combat reform. If the test is passed, the combat reform can be carried out as described above.

UNUSUAL SITUATIONS

If both sides wish to make (or attempt to make) a combat reform, take any Leadership tests required in order to make the reforms, then roll off to determine which side makes all of his reforms first (the winner of the roll-off decides).

If a unit is engaged to more than one facing (say to the front and one flank), it cannot make combat reforms.

High Elf White Lion

Should We Stay or Should We Go?

Your decision to hold or pursue will almost always come down to how the battle fares when the combat is won. Pursuing a beaten foe is always tempting, as it has a good chance of taking an enemy unit out of play for good, thus handing you a significant advantage for the rest of the game. On the other hand, a pursuing unit is likely to find itself pulled out of position, and quite possibly surrounded by enemies just itching to take revenge for fallen comrades.

There are other factors to consider as well. There's little point pursuing an enemy that has such poor Leadership that it's unlikely to rally in the next turn, is there? That said, if there's no threat to your pursuers, then why not run the enemy down anyway and thus make sure? It's up to you to weigh the various factors in the balance, knowing that, whatever you decide, the dice might just betray you anyway, because that's what dice do. At least to me.

4. FLEE AND PURSUE

If a unit fails its Break test it must flee and might be destroyed as it runs.

However great the slaughter that occurred in the clash of swords, the subsequent flee and pursuit may well be bloodier still. When a unit flees from close combat, it does so with wild abandon. Warriors run from the enemy with all possible haste, casting aside anything that might encumber them and giving thought to nothing other than survival. For the pursuing unit, such warriors are easy prey, to be hacked down, captured as slaves or driven from the field of battle. A regiment that flees from combat, therefore, is almost certainly doomed. Only by outpacing the enemy do they have any chance of survival.

RESTRAIN OR PURSUE?

The victorious unit can choose to pursue or restrain pursuit.

If the losing unit failed its Break test, it must flee, but the winning unit now has a choice of actions. It can pursue the foe, seeking to solidify the victory by scattering or slaying the survivors of the fight. Alternatively, the victorious unit can attempt to stand fast, using the precious seconds earnt by its victory to reorder itself and prepare for other fights to come. Restraining from pursuit in this manner requires a degree of organisation and discipline that does not come easily in the heat of battle.

Accordingly, if you wish your unit to restrain pursuit, it must first take a Leadership test to see whether or not its leaders have been able to keep it in order. If the test is passed, the unit conforms to your wishes and holds position, and can choose to reform once the defeated enemy has fled. If the test is failed, then no amount of bellowing or bullying will be sufficient to keep the unit in order – they elect to pursue the enemy anyway.

Wood Elf Wardancer

ROLL TO FLEE

A unit flees 2D6.

With the intentions of the victorious unit declared, it's time to see just how badly the losing unit wants to escape and calculate the distance that it flees.

It is difficult to say precisely how far fleeing troops will run because they are no longer fighting as a body but milling around in a frightened mob. Indeed, unless the fleeing troops are all of one mind, confusion is likely slow their escape, making it all the more likely they are caught by their pursuers. To represent the fleeing unit swiftness of foot and reaction, the controlling player rolls 2D6, the result is the Flee roll.

ROLL TO PURSUE

A unit pursues 2D6.

Can the fleeing troops escape their pursuers? To find out, the pursuing unit needs to make its Pursuit roll. Like fleeing, pursuit is a hectic and uncontrolled affair, so we roll 2D6 to determine if the pursuers were quick-witted and quick-footed enough to catch their prey.

CAUGHT!

If a pursuing unit rolls equal to or higher than the fleeing unit, the fleeing unit is destroyed.

If the victorious unit's pursuit roll is equal to or greater than the Flee roll scored by the fleeing enemy unit, the fleeing unit is completely destroyed where they stand. All the troops are cut down as they turn to run, or are scattered beyond hope of regrouping – remove the entire unit as casualties. In reality not all the fleeing troops will have been slain, but any who've survived will be so broken in spirit that there's no chance of them fighting again this day.

MOVE FLEEING UNIT

Fleeing units turn around to face away from the victor and then move directly forward a number of inches equal to their Flee roll.

If the fleeing unit rolls higher than the pursuers, or has not been pursued at all, then it has escaped. With a bit of luck, the warriors will come to their senses once the immediate danger has passed, and might yet play a useful part later on in the battle.

To resolve the flee move, turn the unit around about its centre so that it is facing directly away from the enemy unit (ignoring the enemy unit).

The unit then flees straight forward a distance equal to the result of the Flee roll. This is otherwise treated exactly the same as a flee move in the Movement phase (see page 25 for details). You'll remember that fleeing troops are assumed to run around, force their way through or otherwise avoid other units and impassable terrain in their desperate flight.

RESTRAINING UNITS REFORM

A unit that does not pursue can perform a reform manoeuvre.

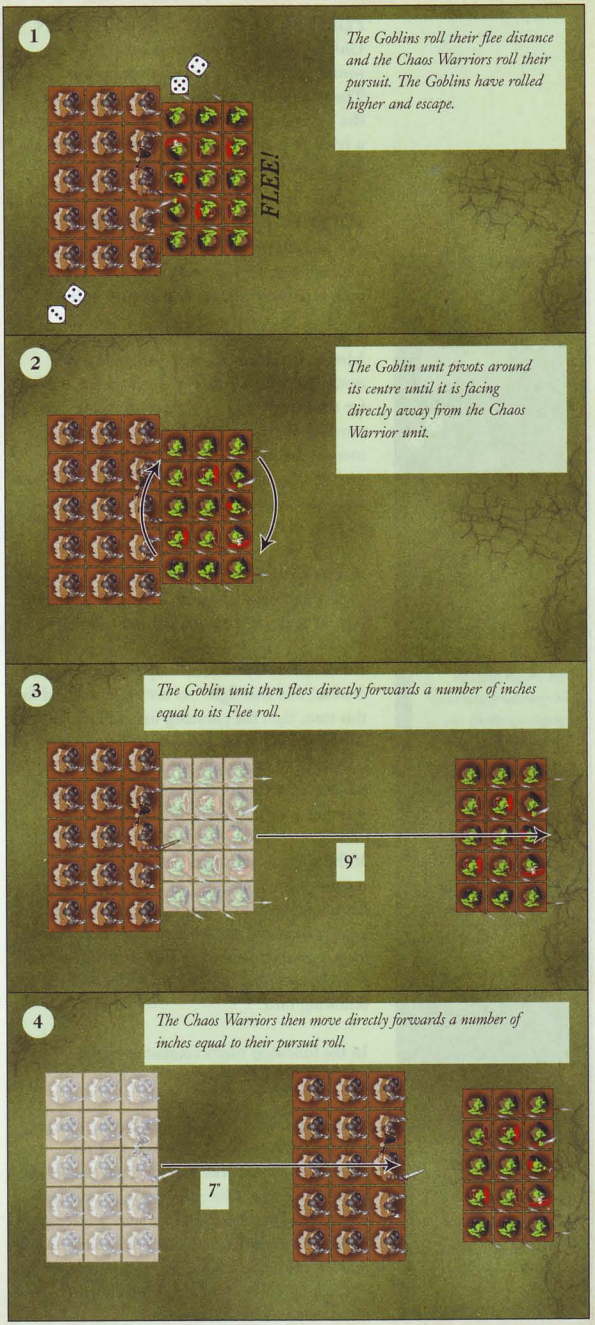
If your unit elected to restrain and passed the test to do so, or wiped out the enemy and did not overrun, it can now perform a reform manoeuvre, as described on page 14 of the Movement phase.

MOVE PURSUERS

The pursuing unit pivots to face the centre of the fleeing unit and moves directly forward equal to its pursuit roll. It will stop 1" away from any friendly units or impassable terrain, and will charge an enemy in the way.

With the final position of the fleeing unit now determined, it's time to move the pursuers. Turn the pursuing unit about its centre so that it is facing directly towards the unit they are pursuing – the pursuers then move straight forward a number of inches equal to the amount rolled on the dice.

Note that pursuers make this move even if the fleeing unit was caught, as described earlier – the 'pursuit' move in this case represents them surging forward to cut down any stragglers.



PURSUIT INTO AN OBSTRUCTION

Unlike fleeing troops, pursuers maintain some manner of order and formation. Therefore, if the pursuit move would take the pursuers into contact with (or through) a friendly unit or area of impassable terrain, they automatically halt 1" away.

PURSUIT INTO A NEW ENEMY

If a pursuit move would take the pursuer into contact with an enemy unit, then the pursuers must charge the enemy unit.

Carry out the charge as you would in the Movement phase, following all the normal restrictions. However, you do not need to roll for the charge range – we already know from the pursuit roll that these unwitting chargers have momentum to reach the foe, whether they wished to or not. The charging unit must wheel and close the door in such a way as to maximise contact, as they would with a normal charge.

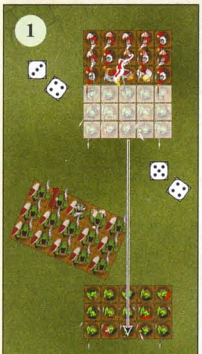
Naturally, the charged unit is taken by surprise by this impromptu assault – it is not allowed to take any charge reactions and must Hold.

If this enemy unit was already engaged in close combat, and that fight has not been resolved for this turn, then the pursuing unit will get to fight another round of close combat! If a pursuing unit is lucky enough to win a second fight in the same turn, it cannot overrun and automatically restrains pursuit (and can reform!).

If the unit that has been charged as a result of pursuit was not engaged in combat from the beginning of this combat phase, or if it was engaged but that fight has already been resolved in this combat phase, the combat is not resolved straight away, but in the combat phase of the following turn.

In the following turn's combat phase, the pursuers will still count as charging.

This might result in both sides having charging units in the same fight, in which case the charging units on both sides will get the normal bonuses conferred by charging (e.g. causing impact hits, benefiting from a lance's Strength bonus, etc., and other bonuses described later in this Rules section). Also, both sides will get the +1 combat resolution bonus, which will effectively cancel each other out.



The Goblins have rolled high enough to escape their pursuers, and move through a friendly Orc unit as they flee.

The Empire Spearmen's pursuit move would take them into contact with the Orcs, so they must charge this new enemy, wheeling to maximise contact as normal.

Pursuit into Fleeing Foes.

Even if the charged unit was already fleeing, it still cannot take any charge reactions. Move the pursuers into contact with it as you would for a unit completing a charge against a fleeing unit (see page 23). The fleeing unit is then immediately destroyed and the pursuing unit is allowed one final reform.

OVERRUN!

If the victorious unit charged into combat and the enemy was wiped out, it can move 2D6 inches straight forward.

If a unit charges into combat and, by the end of that round of close combat, all its enemies have been wiped out as the result of the combat (rather than the pursuit) the unit can choose to make a pursuit move, even with nobody left alive to pursue. This is an overrun move and represents the unit surging forwards, hungry to find more enemies to fight.

An overrun is essentially a special pursuit move. When making an overrun, the victorious unit moves 2D6" directly forwards, as if they were pursuing a fleeing enemy to their front. All other rules governing pursuit moves, such as intervening units and terrain, apply to overruns.

SWIFTSTRIDE

Some troop types, such as cavalry, can flee and pursue more swiftly, as we'll discuss in the Troop Types chapter on pages 80-87.

PURSUIT OFF THE BATTLEFIELD

A pursuing unit that moves into contact with the battlefield edge moves off the battlefield. They're so caught up in their pursuit of the foe that their momentum carries them clean off the battlefield!

Unlike troops fleeing the battlefield, however, such pursuers are good and keen to come back to the fray. Accordingly, we allow them to re-enter the board in their next Movement phase, using the rules for reinforcements (see page 27). The unit is placed back as close as possible to the same point from which it left the battlefield, in the same formation. Remember that it needs to face directly towards the battlefield and have all of its rear rank touching the battlefield edge. It's often a good idea to leave a model from such a unit in order to mark the position from which it left the battlefield (a standard bearer is ideal).

MULTIPLE CLOSE COMBATS

It is possible (indeed, rather likely) that more than two units can become involved in the same close combat.

A multiple combat is a fight that involves more than one unit on either (or even both!) sides. Some examples of multiple combats are shown in the diagrams below. Unless otherwise stated, all the rules for a one-on-one close combat also apply to a combat with multiple units on each side. Bear in mind, however, that multiple combats often create situations not entirely covered by the rules. I've included a commentary for the most common occurrences here, but remember: if in doubt discuss the matter with your opponent before any dice are rolled.

MULTIPLE COMBAT RESULTS

Combat resolution works slightly differently in a multiple close combat. All the casualties inflicted by both sides (including overkill bonuses) count towards the result as normal, but most other modifiers have limitations.

Standards

In a multiple close combat, you receive +1 combat result if your side has one or more standards present in the fight.

Extra Ranks

Similarly, your side receives a combat result bonus based on the best rank bonus in the fight, not the total rank bonus.

For example, if a unit of Goblins (with 2 extra ranks) and, from the same army, a unit of Trolls (with 1 extra rank) are involved in the same multiple combat, then the Extra Ranks combat result bonus earned is +2 – the Trolls' rank is ignored.

Flank and Rear

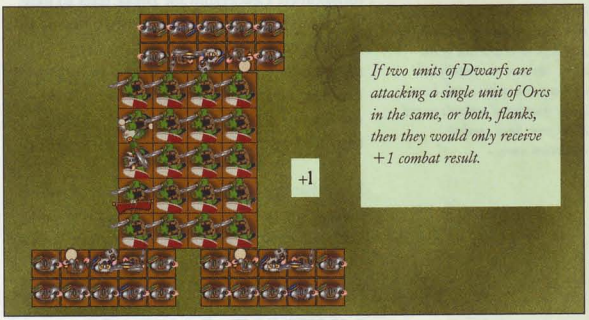
Bonuses for flank and rear attacks can only be earned once per unit attacked in the flank or rear – having multiple units attacking the same unit does not grant additional bonuses.

Charging

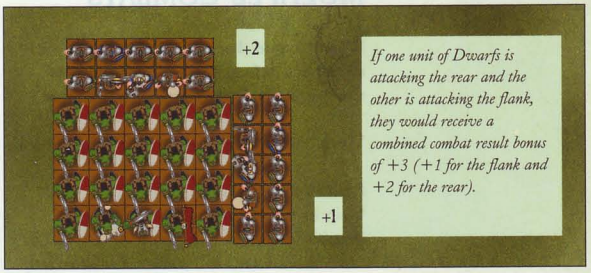
In a multiple close combat, you receive +1 combat result if your side has one or more units that charged this turn.

The High Ground

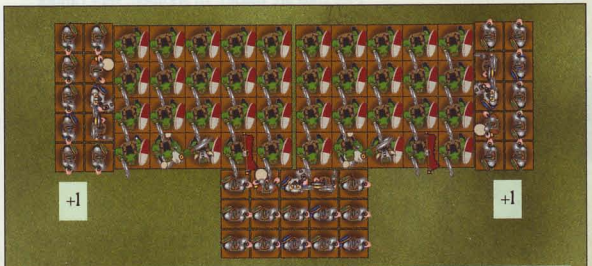
The combat result for charging downhill can only be counted once, by the side with the highest charging unit (i.e. the one that started the turn highest up).



If two units of Dwarfs are attacking a single unit of Orcs in the same, or both, flanks, then they would only receive +1 combat result.



If one unit of Dwarfs is attacking the rear and the other is attacking the flank, they would receive a combined combat result bonus of +3 (+1 for the flank and +2 for the rear).



If the two units of Dwarfs are attacking two different units of Orcs in the flank, and those Orcs were all part of the same multiple combat, then the Dwarfs would score +2 combat result (+1 for each flank attack).

Staying Sane Through Multiple Combat Resolution

As you might expect, the more units that get involved in a multiple combat, the greater the chance for confusion as you begin to tot up the various combat result bonuses involved. Fortunately, because wounds are counted across the whole fight, it's never as bad as it seems (after all, you're looking for the highest rank bonus, one standard and so on). That said, I've always found it useful to work out combat results one unit at a time, placing dice or small notes as you go to keep track of the score. You can then easily add each unit's combat result bonuses to the number of wounds scored to get your final combat resolution score.

MULTIPLE COMBATS AND BREAK TESTS

All units on the defeated side must take a break test.

When the winning side has been determined in a multiple combat, you need to take a separate Break test for every unit on the losing side, using the difference in the two combat result scores as normal.

STEADFAST

Any unit on the losing side can use its unmodified Leadership for Break tests so long as its number of ranks is higher than that of any of the enemy units in the close combat – compare the unit's ranks to the enemy unit with the most ranks in the combat. If even one enemy unit has an equal or higher number of ranks, then the unit must test using its modified Ld.

Note that this applies on a unit by unit basis – having one unit with a higher number of ranks does not make all of your units steadfast. Units that have more ranks than any of the enemy units are steadfast; units that do not, are not.

MULTIPLE COMBATS AND PURSUIT

It can happen that one or more victorious units have defeated several enemies that were engaging them from different sides.

Where this happens, bear the following in mind:

PURSUIT

Units on the winning side are each only permitted to pursue a single enemy unit that they are in base contact with (declare this before any Flee rolls are made). In addition, they cannot choose to pursue if one or more of the units they are in base contact with pass their Break tests. This is quite realistic – your warriors are hardly likely to go haring off after a broken enemy if there are still fresh and eager foes to face. If there is more than one pursuing unit, the controlling player can choose the order in which they move.

FLEE!

Fleeing units must roll greater than the scores rolled by all of their pursuers in order to get away. If even one of their pursuers equals or beats the fleeing unit's score, then the fleeing unit is cut down, and the models are removed as casualties.

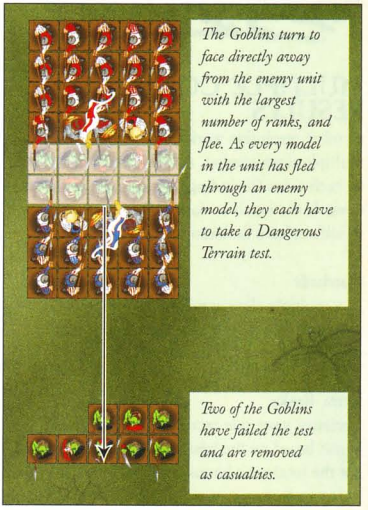
Troll

DIRECTION OF FLIGHT

Where there is a choice of foes to flee from, warriors will always be more determined to avoid the most numerous enemy. The controlling player decides the order in which units flee.

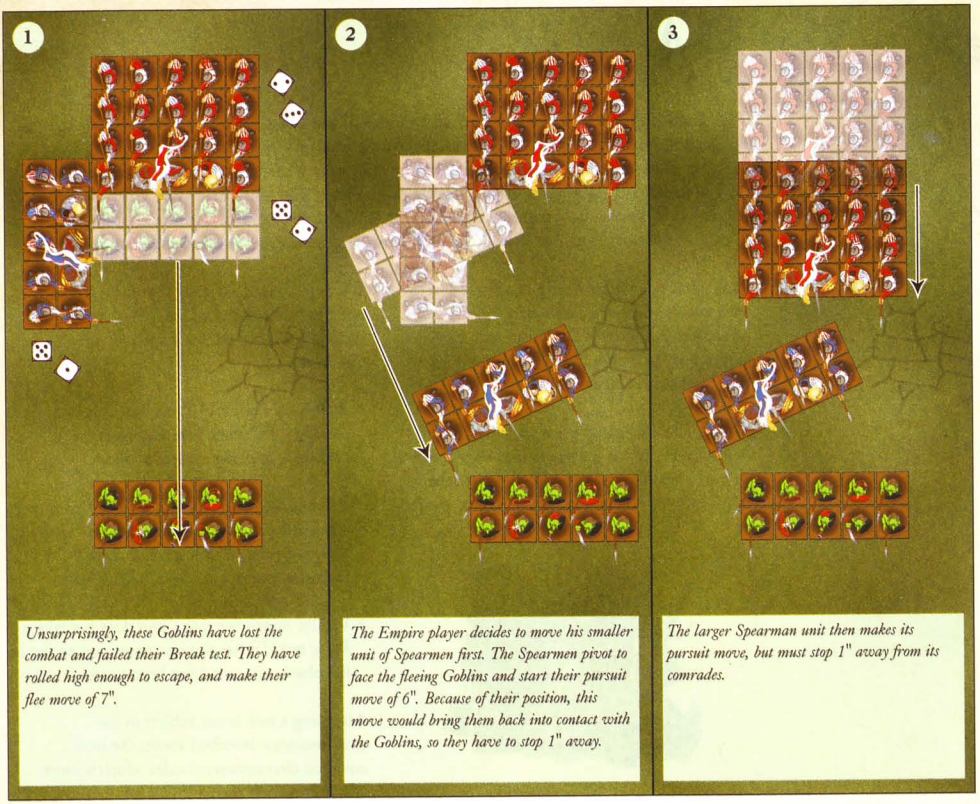
Each fleeing unit pivots about its centre (ignoring enemy units) so that it is facing directly away from the enemy with the most ranks of five or more models (select a unit randomly if there is a tie). It then flees straight forward in this direction as described earlier.

You may find that this involves the fleeing unit turning so that it overlaps one or more other units in the fight. If this happens, don't worry. Simply estimate the unit's new position as best you can by holding it above the rest of the units in the fight – it'll only be there for a moment before making its flee move, after all!



DIRECTION OF PURSUIT

Once all flee moves have been resolved, resolve any pursue moves one at a time. In an order chosen by the controlling player, each pursuer pivots about its centre so that it is facing directly towards the fleeing unit of its choice, and then pursues, as described earlier. Note that this will sometimes lead to a pursuing unit 'catching up' with a fleeing unit that has rolled high enough to escape. In this case, the pursuing unit must stop 1" away (see diagram opposite).



Unsurprisingly, these Goblins have lost the combat and failed their Break test. They have rolled high enough to escape, and make their flee move of 7".

The Empire player decides to move his smaller unit of Spearmen first. The Spearmen pivot to face the fleeing Goblins and start their pursuit move of 6". Because of their position, this move would bring them back into contact with the Goblins, so they have to stop 1" away.

The larger Spearman unit then makes its pursuit move, but must stop 1" away from its comrades.

SHRINKING UNITS AND MULTIPLE FIGHTS

Occasionally, a situation can arise when one or more units are no longer in base contact with the enemy, but at least part of the enemy unit is still alive. This normally occurs when an enemy has been charged in the rear – as casualties come from the rear rank first, this would in theory leave the attackers stranded from their foe. Clearly this is wrong, just as warriors on a real battlefield would push on to continue the fight, and would not stop fighting if the enemy was standing a few paces away, so must warriors on the miniature battlefield.

Whenever a unit becomes stranded in this manner, the attacking unit is immediately nudged (by as small an amount as possible) to bring it back into contact with the foe. This move cannot be used to alter the facing the attacker is in base contact with, nor is it an opportunity to change the attacker's formation or charge a unit not engaged in the fight. If the attacker cannot be moved in this manner, then the defending unit is moved instead.

NO MORE FOES

In multiple combats it can sometimes happen that at the end of a round of close combat some units are no longer engaged with any enemy unit (normally because the unit they were engaged with has been completely destroyed). Such units are out of combat for all purposes and can move normally from then on. Any combat result points that unit would have added to the fight for wounds inflicted are still counted for the fight's overall combat resolution, but other bonuses, such as standards, charges and so on. are not. Note that such a unit cannot cancel out steadfast in an enemy.

PANIC

The battlefield is a disconcerting place, to say the least, full of confusion, death and unsettling circumstances. Under such conditions, it's not entirely surprising that troops might not perform in the manner that you wish them too. Faced with allies and comrades being slain at the hands of the foe, you may find that your warriors scatter and leave the battlefield, rather than fight on. In Warhammer we govern these situations, and the likelihood of them occurring, with the rules for panic.

Panic (and more importantly, resisting panic) is an important factor in Warhammer. Battles can sometimes be won and lost because an army panics and flees, even though it may not have been beaten in combat.

Troops who are nearby when their friends are destroyed or run away can easily lose their nerve and flee, causing other nearby troops to lose heart until the whole army routs in blind panic.

PANIC TESTS

In earlier sections I've hinted at the times a unit will be called on to take a Panic test, but now we're going to discuss it in detail.

A Panic test is simply a Leadership test, as described on page 10. If the test is passed, everything is fine, but if the test is failed the unit will immediately flee as described opposite.

Note that a unit only needs to take one Panic test in each phase (Movement, Magic, Shooting and Close Combat) even if there are multiple reasons to take Panic tests. Some Panic tests are taken immediately, and in larger games you'll find it helpful to mark units that have already taken Panic tests, in order that you don't end up mistakenly taking another as the phase goes on.

If two or more units from the same army have to take Panic tests at the same time, the controlling player chooses the order in which tests are made.

Skaven Gutter Runner

It's worth noting however that there are three circumstances under which even the most cowardly of units are not forced to take Panic tests.

- A unit does not take Panic tests if it is in close combat – the immediate fray blots out all other events going on around them.

- A unit does not take a Panic test if that unit is already fleeing – fear has already lent wings to these warriors, the prospect of further jeopardy does not accelerate their flight.

- Finally, remember that a unit does not take a Panic test if it has already passed one earlier in the phase – its nerve has been tested already!

Assuming a unit is not subject to the circumstances described above, the most common circumstances under which it must take a Panic test are:

HEAVY CASUALTIES

A unit must take a Panic test immediately if it loses 25% or more of the models with which it started the phase.

This test will most commonly be taken as a result of shooting attacks or damage caused by enemy spells, but can also be triggered by other factors that cause casualties, such as miscasts, misfires, Dangerous Terrain tests or other special rules. Rather than having a series of very specific triggers for a Panic test, we use this as a 'catch-all' to cover units that suffer high casualties for any reason.

For example, a unit of 21 models is shot at by an enemy unit and suffers four casualties – not enough for a Panic test. In the same phase, another enemy unit fires against them, causing two more casualties. Six out of twenty-one is above 25%, so the unit must take a Panic test.

A Heavy Casualties Panic test must also be taken (immediately!) by a charging unit if its enemies Stand and Shoot and inflict 25% or more casualties. Where this happens, it can sometimes result in the charging unit panicking while it is still technically out of range of the enemy unit's missile weapons, which can look a little odd. Under these circumstances, we assume the charging unit to have been shot at as soon as it entered range, panicked and then fled out of range again – rather than make all of these individual moves, we let the abstraction save us time and complication.

NEARBY FRIEND ANNIHILATED

If a unit is destroyed for any reason, all friendly units within 6" must immediately test for panic.

This covers situations such as when a unit is wiped out by missile fire, magic, close combat, pursuit or indeed any other occurrence. Obviously, it's best to leave the annihilated unit in place until the tests are taken in order to give a point to measure from.

NEARBY FRIEND BREAKS

If a unit breaks from close combat, all friendly units within 6" must immediately test for panic.

Measure from the unit's position before it makes any flee move.

FLED THROUGH

A unit must immediately test for panic if fleeing friends move through it.

For simplicity, resolve the movement of the fleeing friends before taking and resolving the Panic test.

This is the most destructive form of panic, as one unit can panic and flee through another unit, which in turn might panic and flee through a further unit, and so on until your battleline is reduced to tatters.

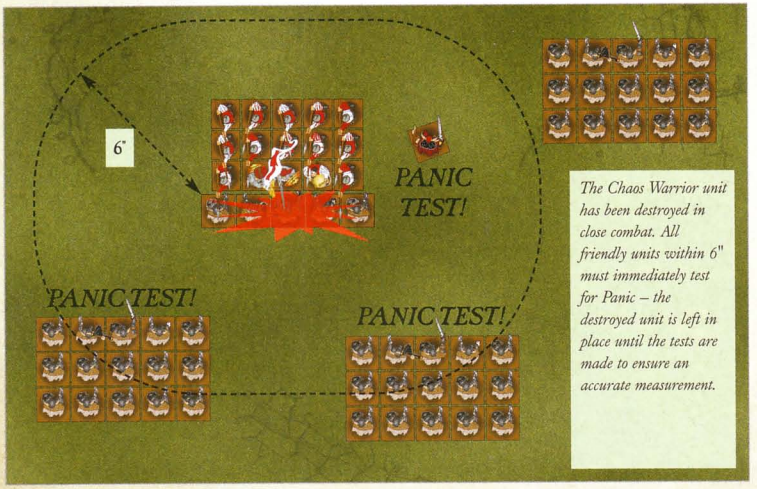
DIRECTION OF FLIGHT

If a unit fails a Panic test:

- **Brought about by heavy casualties.** Pivot the unit on the spot (ignoring other units) so that it is facing directly away from the unit that caused the most casualties in that phase – it then flees as described on page 25.

- **Brought about by any other reason.** Pivot the unit on the spot (ignoring other units) so that it is facing directly away from the closest enemy unit, and then flees as described on page 25.

Providing that the panicked unit doesn't carry itself off the board with its first flee move, you'll have a chance to rally it in later turns, as we discussed earlier on page 24.



The Chaos Warrior unit has been destroyed in close combat. All friendly units within 6" must immediately test for Panic – the destroyed unit is left in place until the tests are made to ensure an accurate measurement.

THE FOUNDATION IS COMPLETE!

The Panic rules mark the end of the basic Warhammer rules. You should now know how the game turn works, and how to move, shoot and fight, as well as cast spells. It's perfectly possible to play games only with the rules we've just discussed, and if you're new to Warhammer it may be worth doing so to get them fixed in your mind.

SPECIAL RULES

A Warhammer battle is packed with fantastic creatures and skilled warriors whose abilities are so incredible and varied that the basic rules cannot possibly cover them all. For such circumstances we have special rules – uncommon rules to govern uncommon circumstances.

When a creature has an ability that breaks or bends one of the main game rules, it is often represented by a special rule. A special rule can boost a model's chances of causing damage, such as by granting poisoned weapons, or enhance its Strength. Alternatively, a special rule can improve a model's survivability, by granting it a better armour save or the ability to regrow damaged flesh. It is through the use of the special rules that Dragons breathe fire, Assassins strike with lightning speed and Giants cause bowel-loosening terror in their enemies.

WHAT SPECIAL RULES DOES IT HAVE?

It may seem obvious, but unless stated otherwise, a model does not have a special rule. Most special rules are given to a model by the relevant entry in its Warhammer Armies book. In addition, a model's attacks can gain special rules because of the equipment it is using. Similarly a model might get special rules as the result of a spell that has been cast upon it or perhaps even as the result of it being in a particular type of terrain. Where this is the case, the rule that governs the equipment, spell or terrain feature in question will make this clear. Unless otherwise noted, the effects of multiple special rules are cumulative.

Most of the more commonly used special rules in Warhammer are listed here, but this is by no means an exhaustive list. Many troop types have their own unique abilities laid out in their Warhammer Armies book. Remember, that if there is a conflict between the rules presented here and in a Warhammer Armies book, the latter takes precedence.

For ease of consultation, I've arranged all the special rules in alphabetical order. There's also a specific index at the back of the book to help you locate the particular special rule you're after.

A Compendium of Special Rules

The reason I'm talking about special rules so early is that many of the other rules I'll be covering later are tied into the special rules given here. Rather than have the special rules scattered around the book, and have you bounce back and forward like a maddened Squig Hopper, I've accumulated the majority here for easy reference.

ALWAYS STRIKES FIRST

Some warriors are fast beyond belief and can strike with supernatural speed. Whether this ability is innate or the result of enchantment matters little to the foe, who is often slain before he has a chance to acknowledge the attack.

Models with this special rule (or who are attacking with a weapon that grants this special rule) always strike first in close combat regardless of Initiative.

In addition, if the model's Initiative is equal to or higher than his enemy's, he can re-roll failed misses when striking in close combat – he moves so fast that he can land his blows with incredible precision. If the model with this rule is fighting an enemy with the same ability, the Attacks are made simultaneously, and neither model benefits from the re-rolls normally granted by this rule.

ALWAYS STRIKES LAST

Some warriors are incredibly ponderous by nature, or else encumbered by massive weapons that slow them down.

A model with this special rule (or who is attacking with a weapon that grants this special rule) always strikes last in close combat, regardless of Initiative.

If the model with this rule is fighting an enemy with the same ability, the Attacks are made simultaneously. If a model has both this rule and Always Strikes First, the two cancel out and neither applies so use the model's Initiative.

ARMOUR PIERCING

Some attacks can penetrate armour with an ease that belies their meagre strength.

Wounds caused in close combat by a model with this special rule (or who is attacking with a weapon that has this special rule) inflict a further -1 armour save modifier, in addition to those for Strength.

For example, a Strength 4 model with the Armour Piercing special rule would inflict a -2 armour save modifier when striking in close combat, rather than the usual -1.

If a model has a weapon with the Armour Piercing rule, only attacks made or shots fired with the weapon are Armour Piercing.

BREATH WEAPONS

Some creatures have the ability to belch clouds of flame or noxious choking fumes at their foes. Dragons are the most famous of such beasts, but they are by no means alone.

A model with a Breath Weapon can use it to make a special attack once per game. A model with two or more different Breath Weapons can use each one once. The form that this special attack takes depends on whether or not the creature is in close combat.

In the event that a model has more than one Breath Weapon attack, it is permitted to use only one in a single turn.

BREATH WEAPON SHOOTING ATTACK

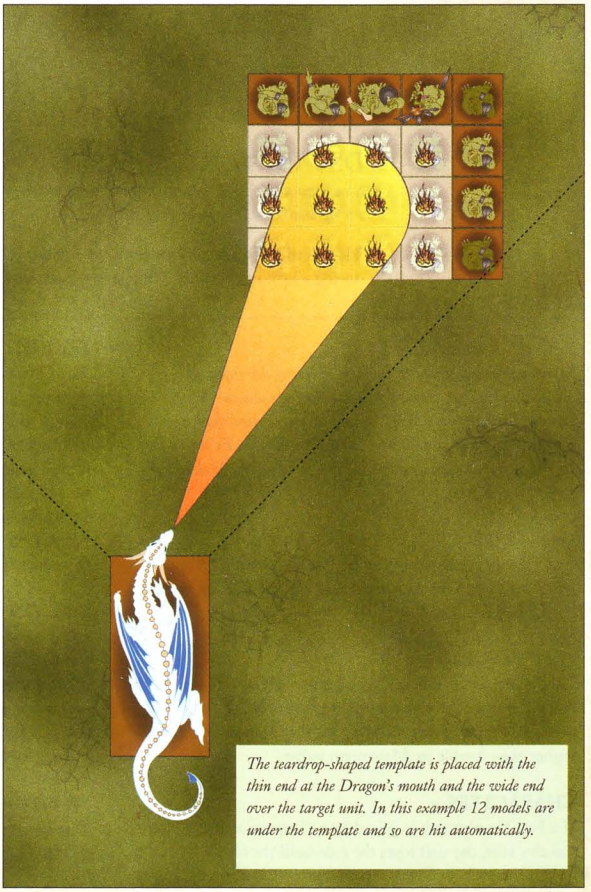
Provided the model is not in close combat, it can use its Breath Weapon during its Shooting phase. A Breath Weapon shooting attack can be made even if the model marched or reformed during the same turn.

To perform the attack, place the flame template so that it lies entirely within the model's forward arc, with the narrow end touching the creature's mouth, and so that it is not touching any friendly units or enemy units that are in close combat.

All models that lie even partially under the template are automatically hit, as covered on page 9. The Strength and any special effects of the creature's Breath Weapon will be covered in its rules.

BREATH WEAPON CLOSE COMBAT ATTACK

If the model with this special rule is in close combat, it can use the Breath Weapon to make an additional close combat attack at its own Initiative (in either player's turn). A model that makes a breath weapon attack in this way inflicts 2D6 automatic hits on a single enemy unit in base contact – if there is more than one enemy unit in base contact with the model, the controlling player chooses which enemy unit suffers the hits. As with breath weapon attacks made in the Shooting phase, the Strength and any special effects of the creature's Breath Weapon will be covered in its rules. Wounds caused by a Breath Weapon in close combat count towards combat resolution.



The teardrop-shaped template is placed with the thin end at the Dragon's mouth and the wide end over the target unit. In this example 12 models are under the template and so are hit automatically.

DEVASTATING CHARGE

Some creatures charge home with such fury that the very ground shakes beneath their feet.

Models with this special rule have +1 Attack during a turn in which they charge into combat.

ETHEREAL

There are creatures whose physical bodies have long since rotted away, if indeed they ever existed. Such beings are immune to normal weapons – only magic can harm them.

Ethereal creatures treat all terrain as open terrain for the purposes of movement. They may not finish their movement inside impassable terrain – though they can pass through obstructions of this kind, they cannot linger. They are also never slowed by any special rule, spell or item that would otherwise reduce their movement or stop them from moving completely.

The close combat attacks of Ethereal creatures are magical. Conversely, Ethereal creatures can only be wounded by spells, magical attacks and magic weapons or effects. This is not to say that Ethereal creatures cannot be beaten in close combat by mundane troops, because combat results are not wholly dependent upon casualties.

Ethereal creatures block line of sight normally and cannot see through anything that would block the line of sight of normal units.

Characters that are not themselves Ethereal are not permitted to join units that are (even if they become temporarily Ethereal for some reason).

FAST CAVALRY

Fast cavalry (sometimes called light cavalry) are riders of exceptional prowess, trained in lightning-fast manoeuvres and flank attacks. They are more lightly armed and armoured than other cavalry, but make up for this with their flexibility. In battle, they act as scouts and outriders for the army, and harry the flanks of enemy formations.

VANGUARD

Fast Cavalry are inevitably at the forefront of any advance – Fast Cavalry automatically have the Vanguard deployment special rule (see page 79).

FREE REFORM

Unless it charges, a Fast Cavalry unit is allowed to reform as many times as it wishes during its move, even if it marches, provided that no model ends up moving a number of inches higher than double its Movement value.

CHARACTERS

If a Fast Cavalry unit is joined by a character without the Fast Cavalry rule, the unit loses the rule until the character leaves.

FEIGNED FLIGHT

Fast Cavalry are extremely good at escaping from the foe and regrouping. A unit of Fast Cavalry that chooses to flee as a charge reaction and subsequently rallies at the beginning of their next turn may reform as normal, but is then also free to move during the remaining moves part of the Movement phase. The unit is also free to shoot as normal (but always counts as having moved). Note that if the flee move of the Fast Cavalry does not take them beyond the charge reach of their enemies, the unit is caught and destroyed as normal.

FIRE ON THE MARCH

Fast Cavalry armed with missile weapons are expert at shooting from horseback (or wolfback!) and can therefore shoot during a turn in which they marched or reformed (providing their weapon doesn't have the Move or Fire special rule). However, the normal -1 To Hit penalty for moving and shooting still applies.

The Fast Cavalry rule is sometimes given to troop types other than cavalry – note that it does not change the model's troop type to cavalry.

EXTRA ATTACK

Through fury, extra limbs or being armed to the teeth, this warrior can strike more blows.

A model with this special rule (or who is attacking with a weapon that bestows this special rule) increases his Attacks value by 1.

FEAR

Some creatures are so large or disturbing that they provoke an irrational fear in the foe.

At the start of each Close Combat round, a unit that is in base contact with one or more enemy models that cause Fear must take a Leadership test, before any blows are struck.

If the test is passed, all is well – the unit has mastered its fear, at least for now. If the test is failed, the unit's fear goes uncontrolled and the warriors cower defensively from the horror before them – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that round of close combat.

Models that cause Fear are themselves immune to Fear, and are not affected by any of this rule's effects (even if their unit fails its test, for example). This includes characters riding Fear-causing mounts, who count as causing Fear themselves (see page 82).

FIGHT IN EXTRA RANKS

These troops can fight in extra ranks, perhaps because they have been trained to do so, or because their sheer ferocity means they willingly trample their comrades in order to reach the foe.

If a unit has this special rule then supporting attacks can be made by an extra rank than normal on a turn in which the unit did not charge. Accordingly, a unit with this special rule can normally make supporting attacks with two ranks. Remember that supporting attacks cannot be made to the side or rear, but only to the front.

A horde with this rule will make supporting attacks with three ranks!

FLAMING ATTACKS

Fire is a fearsome thing on the battlefield, but some creatures are more vulnerable to it than others.

Whilst Flaming Attacks do not give bonuses against most troops (we assume the weapon blow to be far deadlier that the flames that wreathe it), they can be Fear-inducing in wild creatures, as well as prove fatal against some of the Warhammer world's more peculiar monsters.

Enemies with Flaming Attacks cause Fear in war beasts, cavalry and chariots (we talk about troop types starting on page 80). Flaming Attacks also have special properties against creatures that have the Flammable and Regeneration special rules, as explained later on.

Fire can be a valuable weapon for driving out the defenders of a fortification. Every model with Flaming Attacks rerolls failed To Wound rolls when shooting at or assaulting a building, to represent the added peril for the occupants of being inside the burning structure.

Unless otherwise stated, a model with this special rule has both Flaming shooting and close combat attacks (though any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding).

I Bring Fire!

Flaming Attacks don't come into effect very often, but when they do, they really pay off. Though Flammable creatures are not particularly common they're normally pretty fearsome beasties, against whom any extra advantage is welcome. Similarly, Flaming Attacks are worth their weight in gold when attacking a building – a bunch of extra hits can swing any combat and, in a building (where combat results are based on casualties alone) this is doubly true.

FLAMMABLE

Some creatures are naturally vulnerable to fire. Once flame has been set amongst such a beast's flesh, it will run rampant, causing terrible harm.

If a model with the Flammable rule suffers one or more unsaved wounds from a Flaming Attack, each unsaved wound is doubled. So, for example, if an attack would normally cause 1 wound, the Flammable creature would take 2 wounds. If the number of wounds are randomly determined by a dice roll, double the result of the dice, rather than rolling two dice and adding the scores together.

Wood Elf Tree Kin

Savage Orc Champion

FRENZY

Certain warriors can work themselves up into a fighting frenzy, a whirlwind of destruction in which all concern for personal safety is overridden in favour of mindless violence.

To represent their fighting fury and lack of self-preservation instincts, Frenzied troops have the Extra Attack and Immune to Psychology special rules (see opposite and page 69).

BERSERK RAGE

If, during the Charge sub-phase, a unit that includes one or more Frenzied models could declare a charge, then it must do so unless a Leadership test is passed. If the Leadership test is failed, the Frenzied unit must declare a charge against the nearest viable enemy.

A unit that includes one or more Frenzied models cannot choose to restrain pursuit if it beats a foe in close combat. It will either pursue (if the enemy has fled) or overrun (if the enemy was wiped out in combat).

Note that if the enemy is wiped out in combat but the Frenzied unit did not charge that turn (or if the combat was the result of a pursuit or overrun charge in the same turn), then the Frenzied unit will reform as normal as it has no other choice of action.

In addition, Frenzied models cannot parry (see page 88).

LOSING FRENZY

Unlike other special rules, Frenzy can be lost as the game goes on. Models retain their Frenzy for the entire game unless beaten in combat, at which point the enemy have succeeded in knocking them into a less fanatical state and the Frenzy (together with all associated rules) is lost.

FLY

Some creatures of the Warhammer world have wings and can fly, soaring quickly from one side of the battlefield to the other. Such creatures are often potent forces on the battlefield, able as they are to easily outmanoeuvre clumsier, ground-bound troops.

Whether they fly or move on the ground, all flyers have the Swiftstride special rule (see page 76). In addition, because of their loose fighting style, flying units consisting of more than one model have the Skirmishers special rule (see page 77).

MOVING FLYERS

In Warhammer, flight is represented by a swoop or glide of up to 10". The flyer starts off on the ground, takes off, flies to where it wishes to go, and then lands. Flyers, therefore, begin and end their movement on the ground. This is chiefly because it's impractical to suspend models over the battlefield, so we use the 'glide' for the sake of simplicity.

Units made up entirely of models that can fly can move or charge normally on the ground, using their Movement value, or instead choose to fly. A unit that flies can move over other units and terrain as it does so, treating the entire move as taking place over open ground. It may not finish the move on top of another unit or in impassable terrain. Depending on the flying model's height and/or position, it will sometimes be able to draw a line of sight over intervening units to a more distant target and make a flying charge over the intervening unit.

A unit that makes a flying charge does so using the glide move of 10" as its Movement characteristic.

FLYING MARCH

A unit that is flying can march as normal, doubling its flying move to 20", representing a particularly long swoop or glide.

FLEE AND PURSUE

Flyers always move on the ground when attempting to flee or pursue – there simply is no time for them to take off properly. Note that they still benefit from their Swiftstride rule as they flee and pursue.

FLYING CAVALRY

Some units, such as the noble Bretonnian Pegasus Knights, have the Flying Cavalry special rule – a particularly effective type of flying unit. In rules terms, flying cavalry are treated as Fast Cavalry with the Fly special rule. See page 68 for more details on Fast Cavalry.

HATRED

Enmity is rife in the Warhammer world, where many races have nurtured grudges and animosities against others for thousands of years, and overwhelming hatred is a potent force in battle.

A model striking a hated foe in close combat re-rolls all misses during the first round of combat – this represents the unit venting its pent up hatred upon the foe. After this initial blood-mad hacking, the impetus is considered to be spent – the rest of the combat is fought normally. Sometimes a model will only Hate a specific foe (rather than everyone). Where this is the case, the type of foe will be expressed in the special rule, for example *Hatred (Dwarfs)*.

HOVER

Some creatures do not fly, but rather hover on a cushion of air or magical energy.

Models with the Hover special rule follow all the rules for Flyers, but cannot march.

IMMUNE TO PSYCHOLOGY

There are those warriors who are especially brave, or are so jaded by the dangers of the world that they heed personal peril somewhat reluctantly...

If the majority of the models in a unit have the Immune to Psychology rule, the unit automatically passes all Panic, Fear and Terror tests it has to take. It should be noted that they have to take Break tests (and other Leadership tests) normally – being stoic does not necessarily make a warrior entirely heedless of mortal danger.

If the majority of the models in a unit have the Immune to Psychology rule, the unit cannot choose Flee! as a charge reaction. Pride, or a sluggish acceptance of the situation, prevents them from doing so.

IGNORES COVER

Some shooting attacks are incredibly precise, whether because they are magically guided, blanket the area with roiling flame or are merely aimed with impossible skill.

If a model's shooting attacks have the Ignores Cover special rule, they ignore To Hit penalties imposed by soft cover, hard cover and obstacles (other To Hit penalties apply as normal).

IMPACT HITS

The impact of a charge can itself sometimes cause severe casualties amongst the foe.

Some models, notably chariots, have so much impetus that they cause considerable damage when they crash into the enemy. To represent this, these models cause Impact Hits.

The number of Impact Hits caused varies from creature to creature, or troop type to troop type, but is shown in brackets after the special rule. Such as Impact Hits (D6+1) or Impact Hits (D3).

For example, a High Elf Tiranoc Chariot has the Troop Type: Chariot, and therefore causes D6 Impact Hits, as seen in the Troop Types chapter on page 86.

If a creature is granted two sets of Impact Hits, normally because its troop type and special rules both bestow Impact Hits, use the highest set, rather than a total.

RESOLVING IMPACT HITS

Impact Hits are only made on the turn the model charges into close combat. If the model with Impact Hits is itself charged, or is fighting in a second or subsequent round of combat, then this rule gives no benefit. Note that if the model does not complete the charge for any reason (for example, because it is destroyed) then no Impact Hits will take place.

Impact Hits are resolved at the very beginning of the close combat, before challenges are issued and attacks of any other kind are made. They hit a unit in base contact (if in base contact with more than one enemy unit, split the hits as evenly as possibly, randomising any 'spare' hits) if the model with Impact Hits is not in base contact with the enemy, this rule has no effect.

Impact Hits hit automatically, and roll to wound using the Strength of the model making the Impact Hits. The hits are distributed exactly as if they were shooting attacks (see page 42 for more information on shooting attacks, and page 96 for characters and shooting attacks).

Finally, as Impact Hits are close combat attacks (albeit of an unusual type) any unsaved wounds they inflict count towards combat resolution, just as any more conventional close combat attacks would.

Brace for Impact

Impact Hits can seem pretty fearsome when you're on the receiving end, but take heart! If you can weather this initial, well, impact, then the combat should start to go your way. Most models with the Impact Hits special rule rely on breaking the enemy on the charge. In subsequent rounds, they're likely to struggle unless other units move in to support – you've got that long to take them out of action.

Dark Elf Corsair.

Grave Guard Champion.

KILLING BLOW

Tales are told of warriors who can slay their opponents with but a single strike of a blade that seeks an armour's merest gap. Whether such an attack is wrought by skill or ensorcelment matters not – the target is just as dead.

If a model with the Killing Blow special rule rolls a 6 to wound in close combat, he automatically slays his opponent – regardless of the number of wounds on the victim's profile. Armour saves and regeneration saves cannot be taken against a Killing Blow. A ward save can be attempted – if passed, the ward save prevents all damage from the Killing Blow.

Killing Blow is only effective against infantry, cavalry and war beasts – all other creatures are considered either too large to be felled by a single blow (monsters, monstrous infantry /cavalry/beasts, chariots and so on) or too numerous for a well-placed strike to slay them all (Swarms).

Note that if a Killing Blow attack wounds automatically, then the Killing Blow special rule does not come into play.

Unless otherwise specified, Killing Blow applies only to close combat attacks.

HEROIC KILLING BLOW

Heroic Killing Blow is a skill possessed by truly mighty warriors. It functions exactly like a normal Killing Blow, except it works on any creature, regardless of size and troop type, except for swarms. A model with Heroic Killing Blow can take the head off a Dragon with a single swing – its scaly hide matters naught!

Chop!

Make those 6s work for you! Units with Killing Blow are best employed against elite, heavily armoured troops – the more elite and heavily armoured the better, as those natural rolls of 6 are no respecters of Toughness values or armour saves. Conversely, if you know you're going up against enemies with Killing Blow, it's worth bringing along a little fodder to keep them busy whilst your shock troops fight elsewhere.

LARGE TARGET

Some mighty creatures tower over the battlefield, able to see and be seen over the heads of more diminutive warriors.

Large Targets are models that are especially tall, such as Dragons, Giants and Greater Daemons. Such foes cannot easily take cover behind obstacles that would shelter lesser troops. Large Targets cannot claim cover modifiers for obstacles (see page 122 for more details).

However, if your General or Battle Standard Bearer is a Large Target (or is mounted on one), then the range of their respective Inspiring Presence and Hold Your Ground! abilities is increased from 12" to 18" to represent the ease with which your troops can see them. See page 107 for more details on Generals, Battle Standard Bearers and their special abilities.

LOREMASTER (*)

There are some wizards whose knowledge of their chosen discipline is all-encompassing.

A Wizard with the Loremaster special rule knows all the spells from his chosen lore – he does not need to roll randomly. The lore in question is normally given in brackets as part of the Loremaster special rule. For example, a model with Loremaster (Fire) would know all the spells from the Lore of Fire.

MAGIC RESISTANCE (1-3)

Through natural quirk or potent artefact, some warriors have an innate resistance to magical attack.

A model with Magic Resistance has a bonus to its ward saves when saving against damage caused by spells. This bonus is based on the number shown in brackets after the Magic Resistance special rule. Magic Resistance (2) would give a +2 bonus (turning a 5+ ward save into a 3+ ward save, for example). Magic resistance can even give a ward save to models that do not have one at all. A model with Magic Resistance (3) and no ward save normally would therefore have a 4+ ward save against damage from spells. If a character with Magic Resistance joins a unit, all models in the unit benefit from the Magic Resistance. If a model has two sets of Magic Resistance, the two do not combine, it uses the highest.

MONSTER AND HANDLERS

Some armies drive colossal beasts to battle, beastmasters hurrying at the monster's heels as they goad it into the foe.

The handlers aren't really a combat unit per se, so we ignore them for most gaming purposes, treating the monster itself as the extent of the unit. When the monster suffers an unsaved wound, roll a D6. On a roll of 1-4 the monster suffers the wound as normal, but on a roll of 5-6 a handler model is removed instead. Once all the handlers have been removed, the monster must take a Monster Reaction test just like a ridden monster that loses its rider.

In close combat, the handlers can direct their attacks against any enemy in base contact with their monster. The handlers are otherwise assumed to have their hands too full controlling the monster to carry out any actions like shooting, or casting spells, etc. In addition the handlers cannot be charged, attacked or otherwise affected separately from their monster – if they are found to be blocking movement or line of sight, the controlling player simply alters their position, just as you would for any other battlefield marker or counter. If the monster is removed, so are its handlers.

MOVE OR FIRE

Some weapons sacrifice a speedy reload for hitting power, making them impossible to fire on the move.

A weapon with the Move or Fire special rule cannot be fired in the Shooting phase if the model moved earlier in the turn. This even applies if the model in question was forced to move as the result of a spell or other such compulsory action.

MULTIPLE SHOTS

Some weapons are designed to fire a fusillade of shots, sacrificing accuracy for sheer volume.

A weapon with this special rule enables its wielder to fire several shots at a time, rather than a single shot. The number of shots the weapon can fire will normally be given as part of its description. Such weapons can either fire once without penalty, or as many times as indicated in their rules with a -1 To Hit penalty (this is in addition to any other modifiers for range, cover and so on). All models in the unit must fire either single or Multiple Shots – the player cannot choose to fire single shots with some and Multiple Shots with others.

MULTIPLE WOUNDS

The most powerful attacks strike home with crushing force, and cause massive damage to their victim.

Each unsaved wound inflicted by an attack with the Multiple Wounds special rule is multiplied into more than one wound. The exact number of wounds caused will vary from model to model and weapon to weapon, but will normally be shown in brackets as part of the special rule. For example, Multiple Wounds (2) would mean that each unsaved wound would multiply to 2 wounds, whilst Multiple Wounds (D6) would mean that each unsaved wound would multiply to D6 wounds.

Where the number of Multiple Wounds is generated by a dice roll, roll a dice separately for each unsaved wound and use the total of all the dice rolled for the final number of wounds inflicted.

Quantity or Quality?

There's an age-old debate about when it's best to fire Multiple Shots, and when it's not. Personally, I always fire Multiple Shots when given the choice – my warriors have already paid a points premium for the ability, and more shots means the possibility of more kills.

POISONED ATTACKS

There are many warriors who use deadly toxins to overcome their foes, turning an otherwise minor injury into a mortal wound.

A model with the Poisoned Attacks special rule wounds his target automatically if his natural dice roll to hit is a 6. Armour saves are modified by the Strength of the attack as normal. Note that if a Poisoned shooting attack needs to roll a 7 or more to hit, or hits automatically, then the Poisoned attacks rule does not come into play.

Unless otherwise stated, a model with this special rule has both Poisoned shooting and close combat attacks. Any spells cast by the model are unaffected, as are any attacks made with magic weapons they might be wielding, whether they be shooting or close combat attacks.

QUICK TO FIRE

Not all weapons are cumbersome – some can be brought to bear in less than a heartbeat, and let fly shortly after.

Quick to Fire weapons do not suffer the usual -1 To Hit penalty for moving and shooting – we assume that the wielders can aim and fire them swiftly enough to remain accurate. Furthermore, Quick to Fire weapons can always be used to Stand and Shoot against a charging enemy, even if that enemy would normally be too close for such a charge reaction to be declared.

Skink Warrior.

RANDOM ATTACKS

Not all creatures fight with discipline, but flail about in an uncontrolled manner, with unpredictable consequences.

Models with the Random Attacks special rule do not have a normal number for their Attacks characteristic, but rather a dice roll, such as D3, D6 or D6+1. Each time a model with this special rule comes to strike blows, roll the indicated dice, adding any modifiers shown, to determine the number of attacks that the model will make, then roll to hit as normal. If a unit contains more than one model with Random Attacks, roll separately for each model, unless specified otherwise.

RANDOM MOVEMENT

Some creatures do not advance in an even manner, rushing forward at one moment, only to falter clumsily in the next.

Models with the Random Movement special rule do not have a Movement characteristic, but rather a dice roll, such as D6, 2D6 or 3D6. This is the distance they move, charge, pursue, overrun and flee – they cannot march.

Models with Random Movement cannot declare charges, and are always moved in the Compulsory Moves sub-phase. When the model moves, first pivot it about its centre to face the direction in which you wish it to travel. Then, roll the dice shown in the model's profile. Finally, move the model directly forwards a number of inches equal to the total rolled by the dice. No other pivots can be made.

There's a chance that the model's peculiar movement will cause it to come into contact with an enemy, so measure the distance in a straight line before the model is moved. If the move is found to take the unit into contact with an enemy, then it counts as charging, and this is resolved using the normal rules for charges and using the distance rolled as its charge range. Charge reactions cannot be declared against enemies with the Random Movement special rule – the enemy find it impossible to recognise the danger until it is far too late!

If the random move brings the unit to within 1" of a friendly unit or impassable terrain, it stops immediately and cannot move further during that Movement phase.

If two or more models in a unit have the Random Movement special rule, pivot the unit about its centre, then roll the dice only once to determine how far the unit moves. If models in the unit have a different Random Movement value, use the slowest for the entire unit.

REGENERATION

Trolls and other particularly hardy creatures can regenerate damage at an incredible rate.

A model with the Regeneration special rule is permitted a special regenerate saving throw after it has failed any armour save it may have, instead of taking a ward save (if it has one). If a model has both a ward save and Regeneration, you must choose which save is used.

To take a regeneration save, roll a D6. On a 1-3, the wound affects the model normally, even its incredible constitution has not prevented this injury. On a 4-6, the damaged flesh regrows, leaving not even so much as a scar to indicate the injury was ever there – the wound is discounted, exactly as if it had been saved by other means.

Whilst the type of regeneration described above is the most common form, some creatures do have a lesser or greater chance to regenerate. Where this is the case, the score required to regenerate will be shown in brackets after the special rule, e.g. Regeneration (5+) would indicate that the model had the Regeneration rule, but that it only worked on a 5+, whilst Regeneration (2+) would mean that the creature would pass its regeneration save on a 2 or more!

Wounds caused by Flaming Attacks (as described earlier in this section) cannot be regenerated, and if a unit is wounded by a Flaming Attack it loses the Regeneration rule for the remainder of the phase (it can be used later in the turn, though – it just takes a short time for the Regeneration to overcome the flames).

Night Goblin Squig Hopper.

REQUIRES TWO HANDS

Many weapons are cumbersome to wield, requiring a firm two-handed grip in order to use effectively.

If a weapon requires two hands to use, it is not possible for a model to use a shield or an additional hand weapon alongside it in close combat (although a shield can still be used against wounds caused by shooting or magic). We assume that the warrior in question slings the spare wargear on his back, or simply drops it, until the fight is done.

SCALY SKIN

Many creatures have gnarled, tough or scaly skin that offers the same protection as wrought armour.

The hide of some creatures, the reptilian Lizardmen in particular, forms a kind of natural armour that grants the model an armour save. The degree of the scaly skin save varies from model to model, and will be stated in the relevant Warhammer Armies book.

Scaly Skin can be combined with normal armour for even greater protection. To determine a model's combined armour save, take the value of its scaly skin save and modify it one point better for light armour, one point better for a shield, two points better for heavy armour, and so on.

For example, a model with a scaly skin save of 5+ would have a total armour save of 4+ if he also carried a shield, and 3+ if he both carried a shield and wore light armour.

SEA CREATURE

In the deep oceans of the Warhammer world lurk all manner of foul and wondrous denizens, from the killer Kraken to sinuous Sea Serpents and black-scaled Leviathans. Such creatures can move through the water as easily as a man walks the land, but are somewhat ponderous when out of their element.

Sea Creatures can move within any area of water on the battlefield, including rivers and even deep water that players may have deemed impassable to other models, as if it were open ground (see page 116 for more on terrain types). However, when out of the water they cannot march. Sea Creatures are still subject to any special effects that specific terrain may have (e.g. we don't exempt Sea Creatures from the dangers of marshes). Being a denizen of the deep seas does not necessarily equate to protection from a choking quagmire.

SLOW TO FIRE

Some missile weapons are so cumbersome that they cannot aim swiftly enough to shoot a charging foe.

Weapons with the Slow to Fire special rule cannot be used to Stand and Shoot.

SNIPER

Most shooting attacks are not aimed at specific foes, but fired indiscriminately into a knot of troops. Those shots aimed more carefully are greatly feared, for no chieftain or general is safe from their vengeance.

A model with the Sniper special rule can make a special Sniper shot instead of shooting normally. A Sniper's shot suffers an additional -1 To Hit penalty, in addition to any other modifiers, but can be aimed with great precision.

A model making a Sniper shot can shoot at a different target from the one chosen by his unit. A hit from a Sniper shot is not distributed in the same manner as other shooting attacks. The Sniper can shoot at any model he can see, including characters or champions within a unit and so on – the controlling player simply declares which model will be the Sniper's target – "Look out Sir!" cannot be taken.

A Sniper shot can even target a character riding on the back of a ridden monster or chariot if he wishes, or indeed a specific model where the target is usually rolled for randomly (such as a character who has joined a war machine).

Dark Elf Harpy

The bigger they are...

The Stomp special rule is a great equaliser – a good round of stomping can garner your monster a good few extra combat result points, hopefully enough to overcome the enemy's rank bonus. Just bear in mind that the Stomp comes right at the end of combat. It can be easy to forget in the heat of the moment, and it means all enemies in base contact are going to have a crack at taking your monster down before he can start a-tramplin'.

STOMP

Some creatures are so massive that their sheer bulk is a threat all of its own.

A model with this special rule can make a Stomp in addition to its other close combat attacks. A Stomp has the Always Strikes Last special rule, and inflicts 1 automatic hit, at the model's Strength, on one enemy infantry, war beasts or swarm unit in base contact with the model. This represents the creature crushing the foe beneath its ponderous feet, or knocking their broken bodies aside with one sweep of its mighty tail (probably while it's roaring in a most intimidating fashion).

Thunderstomp

Particularly massive monsters have an altogether more devastating stomp.

A Thunderstomp makes D6 hits on the target unit, rather than the single hit for a normal Stomp. It is otherwise treated exactly like a normal Stomp.

STRIDER

Some well-trained or naturally skilled warriors can traverse unhindered through the densest terrain.

Warriors with the Strider special rule are rare – normally, a model will have a subset of Strider, such as Forest Strider, River Strider or Marsh Strider and the rule only applies in terrain of the specified type. Warriors with the Strider rule do not have to take Dangerous Terrain tests.

In older army books, this rule is presented as something along the lines of 'ignores movement penalties for <terrain type>'. Treat such rules as being the relevant version of Strider. For example, 'ignores movement penalties for forests' equates to the Forest Strider rule.

Troll

STUBBORN

Whether because they hold themselves to be elite, or because they are too slow-witted to flee, some troops fight on almost regardless of casualties.

Stubborn units are always steadfast, whether or not they have more ranks than their enemy (see page 54 for details). If a character joins a Stubborn unit, he gains the Stubborn special rule as long as he is part of that unit. If a Stubborn character joins a unit, that unit is Stubborn whilst he remains amongst its ranks.

STUPIDITY

Some creatures are so dull of mind that events on the battlefield can sometimes leave them rather distracted and confused.

Models that are subject to Stupidity are also Immune to Psychology – they just don't get frightened that easily, and by the time they do, it's normally too late.

Provided that they are not engaged in close combat, a unit that contains one or more models with the Stupidity special rule must try to overcome its Stupidity at the start of its turn by taking a Leadership test. If the test is passed, all is well – the creatures have risen above their dull-witted nature and will act normally. If the test is failed, the warriors succumb to their stupidity and amble forward, perhaps drooling a little, eating grass or cackling in silly voices, as explained below.

ME 'EAD 'URTS

A unit that fails its Stupidity test immediately stumbles D6" directly forwards – this move is otherwise treated in exactly the same manner as a failed charge. The Stupid unit cannot take any further action that turn, so cannot declare charges or make a shooting attack. Wizards that have failed a Stupidity test cannot attempt to cast or channel power dice or dispel dice until a Stupidity test is passed (there's a lot of hand waving and chanting, but for some reason the magic just doesn't seem to work).

SWIFTSTRIDE

Just as not all warriors are not equal in their might and resolve, so too are some fleeter of foot (or hoof).

When charging, units entirely made of models with the Swiftstride special rule roll 3D6, discard the lowest result, and add the result to their Move value.

For example, a unit of Harpies charge and roll 3D6, with results 2, 4 and 5. Thus they charge 4 (their Movement) + 4 + 5 = 13".

When fleeing and pursuing, units entirely made of models with the Swiftstride special rule roll 3D6 and discard the lowest result.

For example, Dark Riders flee and roll 3D6, with results 1, 3 and 5. They can therefore flee: 3 + 5 = 8".

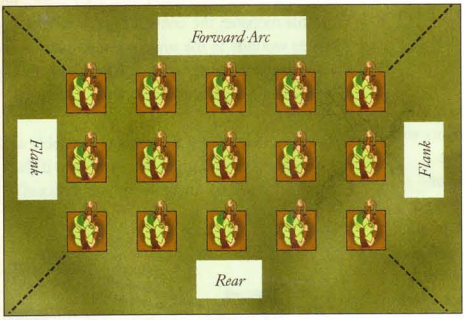
SKIRMISHERS

Skirmishers are light infantry troops sent ahead of the main battleline in a dispersed formation. Such troops are normally no match for a ranked-up unit, but can be used to harry and harass the foe.

SKIRMISH FORMATION

Skirmishers are deployed in a 'loose' formation, where the models are not placed in base contact, but are positioned roughly 1/2" apart. The models in the unit must still face the same direction and the unit will still have a front, two flanks and a rear – essentially the only difference is that the models are slightly spaced out.

This dispersed formation allows Skirmishers to move and shoot with greater freedom than other troop types.



SKIRMISHERS AND CHARGING

If skirmishers declare a charge (or a charge reaction that does not involve fleeing) they immediately tighten their loose formation into a 'normal' formation *before* the charge distance is rolled. This happens 'for free' at the moment the unit declares the charge or is called upon to make a charge reaction. The unit immediately forms up in base contact around the centremost model in the front rank – if the front rank has an even number of models, and therefore two centremost models, the Skirmishers' controlling player can choose which of the two models the unit will form up around.

The number of ranks, files and the formation's facing do not alter as the Skirmishers tighten up – all that happens is that models that were previously spaced out are now in base contact with one another. This has the effect of rendering the Skirmishers' loose formation into a regular shape so that other units can fight them in the normal way.

If the Skirmishers are not in base contact with an enemy in the Remaining Moves sub-phase, the controlling player must move them apart so that they readopt their loose formation.

FREE REFORM

A unit of Skirmishers moves, wheels, marches and charges just like other troops. However, due to the incredible flexibility of its formation, unless it charges, a skirmishing unit is allowed to reform as many times as it wishes during its move, provided that no model ends up moving a number of inches higher than double its Move value.

FIRE ON THE MARCH

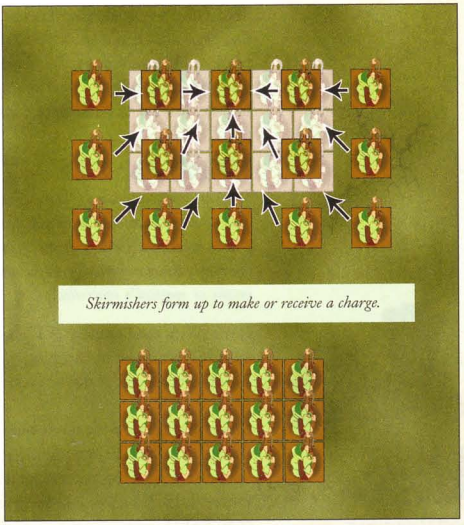
As with Fast Cavalry, Skirmishers are normally trained to aim and shoot more swiftly than other warriors. They can even shoot if they marched or reformed earlier in the turn (providing their weapon doesn't have the Move or Fire special rule). However, the normal -1 To Hit penalty for moving and shooting still applies.

LIGHT TROOPS

Skirmishers' natural inclination to a sparse formation makes them much less likely to suffer hits from missile fire – all shots aimed at a unit of Skirmishers suffer an additional -1 To Hit penalty. Skirmishers simply lack the necessary mass to push forward onto the enemy and are easily overwhelmed by troops used to fighting in grinding melee. Skirmishers always count as having zero ranks, and therefore cannot claim a rank bonus, be steadfast, or disorder an enemy with a flank or rear attack – they make supporting attacks as normal, however.

CHARACTERS

A character model that joins a unit of Skirmishers gains the Skirmisher special rule as long as he stays with the unit. A character on a mount cannot join a unit of Skirmishers.



Steady as a Rock

Unbreakable troops are great for holding a vulnerable section of your battleline – they're especially good for pinning a rampaging enemy unit in place and giving you time to set up a counter-charge, or perhaps a good old-fashioned ambush. For this to work though, you're going to need to make sure that your Unbreakable unit is big enough to absorb plenty of casualties – if it is destroyed before the trap is sprung, the sacrifice will have been for naught.

TERROR

There are creatures so large and horrifying, or supernatural horrors so unholy and terrible, that their mere appearance on the battlefield can cause the bravest and most steadfast of veterans to turn tail and flee.

Models that cause Terror also cause Fear, as discussed earlier in the chapter. In addition, a model that causes Terror is so, well, terrifying, that other rules also apply. It should be noted at this point that Fear-causing models, being quite scary themselves, treat Terror-causing monsters as causing Fear, rather than Terror – this is an exception to the rule that makes Fear-causing creatures immune to Fear. Terror-causing models are themselves immune to both Fear and Terror. This includes characters riding Terror-causing mounts, which count as causing Terror themselves (see page 105).

RUN FOR YOUR LIVES!

When a unit is charged by a Terror-causing creature, there is a chance that the warriors will abandon their position, fleeing before the creature rather than fighting it. If a Terror-causing creature declares a charge, the target unit must immediately take a panic test to quell their Terror. If the test is passed, all is well and the unit can declare charge reactions normally. If the test is failed, the unit must make a Flee! charge reaction. Units composed entirely of Fear- or Terror-causing models are immune to Terror and so do not take this test. Note that, if the target unit is not allowed to take any charge reaction (if, for example, the Terror-causing unit charged as a result of a pursuit or a random move), then the target does not take this test.

UNBREAKABLE

Some creatures are utterly fearless, and will never give up a battle, no matter how hopeless the situation. This is occasionally due to bravery, but more commonly because the troops in question are mindless, insane or magically controlled.

A unit composed entirely of Unbreakable models is Immune to Psychology and passes Break tests automatically, no matter the odds!

Characters that are not themselves Unbreakable are not permitted to join units that are (even if a character was to become temporarily Unbreakable for some reason, because of a spell or suchlike).

Dwarf Daemonslayer

UNSTABLE

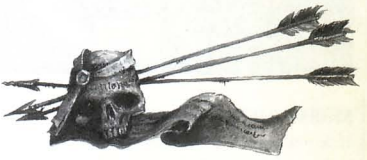
Many warriors in the Warhammer world are not alive in the true sense, but are magical constructs bound to the will of a wizard.

The magic that empowers Unstable creatures is prone to ebbing and flowing with the tide of battle. The more heavily beset the Unstable creatures are, the more likely that the magic that binds them will fade away.

Unstable units that lose a combat suffer one extra Wound for every point by which they lose the combat, with no saves of any kind permitted against these wounds.

If an Unstable unit also contains Unstable characters, or is an Unstable character riding an Unstable monster, the controlling player first allocates wounds to the unit/monster, then divides any remaining wounds (if any) as equally as possible amongst the characters.

Characters that are not themselves Unstable are not permitted to join units that are (even if they become temporarily unstable for some reason).



VOLLEY FIRE

Bows and other weapons can loose their projectiles in a high-arcing volley. Even warriors who cannot see the foe can contribute to the attack by following suit to their friends.

A unit with this special rule can choose to Volley Fire instead of making a normal shooting attack.

If it does so, half the models in the third and any subsequent ranks, rounding up, are allowed to shoot (in addition to the usual firing models in the front and second ranks). Models in rear ranks can use the line of sight and front arc of the first rank model directly to their front for the purposes of Volley Fire.

A unit cannot Volley Fire if it moved earlier in the turn, or as a Stand and Shoot reaction.

DEPLOYMENT SPECIAL RULES

Deployment special rules affect how a unit is set up at the start of the game, and cover advance scouts, units that arrive through magical means, and so on. It should be noted that deployment special rules may not be permitted in some scenarios. Where this is the case the unit can still be used, but it must instead deploy in the same manner as the rest of the army.

Some scenarios may add deployment special rules if it fits with the narrative of the battle – if this is the case, the scenario will explain.

AMBUSHERS

There are those troops who specialise in outflanking the foe, appearing from an unexpected quarter to wreak maximum damage.

A unit with the Ambushers rule does not deploy at the start of the battle. Instead, from Turn 2 onwards, the controlling player rolls a dice at the start of the turn for each unit of his Ambushers that have yet to arrive. On a 1 or 2, the Ambushers have been delayed – but you'll be able to roll for them again next turn. On a 3 or more, the unit of Ambushers arrives, and will enter the board during the Remaining Moves sub-phase. If the Ambushers do not turn up for the entire game, they are assumed to have got lost, and are treated as having fled the battle for the purposes of determining the victor.

Arriving Ambushers enter the battlefield from any point on any battlefield edge, and move on using the rules for reinforcements (see page 27).

SCOUTS

Scouts are advance troops who sneak onto the battlefield in order to seize vital locations before the two armies clash.

Scouts are set up after all other non-Scout units from both armies have been deployed. They can be set up either in their controlling player's deployment zone, or anywhere on the battlefield more than 12" away from the enemy. If deployed in this second way, Scouts cannot declare a charge in the first turn if their side goes first.

If both players' armies contain Scouts, players should roll off. The players then alternate deploying their scouting units one at a time, starting with the player who won the roll-off.

VANGUARD

An army's vanguard troops advance to engage the foe before their comrades. Sometimes this is a point of honour, sometimes because they are eager to fight the foe and occasionally because they are expendable, and their general wishes to tire the enemy out.

After both sides have deployed all their other forces (including Scouts), but before either side has taken a turn, units with the Vanguard special rule can immediately make a 12" move regardless of their Movement value (they can't march, and are affected by terrain as normal). This cannot be used to move the Vanguard troops to within 12" of the enemy.

If both players' armies contain Vanguard troops, players should roll off. The players then alternate moving their Vanguard units one at a time, starting with the player who won the roll-off.

Units that have made a Vanguard move cannot declare a charge in the first turn if their army goes first.

Forlorn hope

Many players use their Scouts and Vanguard troops as 'Forlorn Hopes': expendable units, tasked with taking out a crucial enemy war machine or character before being slain themselves. While, in theory, any unit can form a Forlorn Hope, the special deployment rules for Scouts and Vanguards make them ideally suited. It's a thankless task, but one that can swing the course of the battle.

TROOP TYPES

So far, the rules we've discussed cover the most important and most prevalent of troop types – infantry. We've started there because infantry are the 'standard' troop type in Warhammer. Of course, a Warhammer battlefield is home to all manner of weird and wonderful creatures, from charging knights to towering Giants, mighty cannons to multitudinous swarms. These more unusual troop types have particular rules attached to them, or use elements of the main rules in a different way to infantry, so let's take a moment to look at them now.

In most cases it'll be fairly obvious which troop type category a model falls into, but as troop type is essentially an extension of the characteristic profile, you'll find that information in the relevant Warhammer Armies book. If your Warhammer armies book doesn't contain troop type information (as will be the case with some of the older volumes) then check the back of this book – you'll find a complete at-a-glance bestiary that (amongst other things) lists every unit's troop type. Most units in Warhammer conform to one of the following types. Some particularly unusual units are literally in a class of their own – we call these 'unique' units. Such troop types have special rules that govern them and only them, clearly stated in their entry.

CHARACTERS

In addition to their troop type, some models might also be noted as being characters. We're not going to worry about characters here, however – characters are such a powerful and important part of Warhammer that they have a chapter all to themselves later in the book (page 96 onwards).

MODELS AND BASE SIZES

A model should always be mounted on the base it is supplied with. That said, some models aren't supplied with a base. In these cases you should feel free to mount the model on a base of appropriate size, or simply pretend that the model is on a suitably sized base.

INFANTRY

Infantry includes all units of foot troops, be they Men, Elves, Goblin, Orcs, Zombies or any of the other anthropomorphic races that inhabit the Warhammer world. Infantry will normally be the core of your Warhammer army, the troops upon which you rely to get the job done.

The basic rules of Warhammer are designed around infantry, so no further rules apply.

Example infantry profile:

	M	*WS*	*BS*	*S*	*T*	*W*	*I*	*A*	*Ld*
Empire Halberdier	4	3	3	3	3	1	3	1	7

MONSTROUS INFANTRY

The monstrous infantry category covers things like Trolls, Ogres and Minotaurs - creatures that are man-shaped and fight on foot, but are two or three times the size of normal infantrymen. We could perhaps have honestly called this category 'Big Infantry', but it does lack a certain gravitas. For the most part, monstrous infantry work exactly the same as normally infantry (i.e. follow the standard rules) but have a couple of extra facets to represent just how massive they are.

Example monstrous infantry profile:

	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	5	4	3	3	3	7

STOMP!

Monstrous Infantry have the Stomp special rule (see page 76).

MONSTROUS RANKS

As monstrous infantry are so much larger than normal troops, they require fewer warriors to fill out a rank. Where most troop types need five models for the rank to count towards rank bonus, steadfast and so on, a unit composed purely of monstrous infantry needs only three models. Essentially, wherever the rules say 'a rank of five or more models' treat it as reading 'a rank of three or more models'. Following the same logic, a unit of monstrous infantry only needs a frontage of six models to count as a horde, rather than the normal ten.

MONSTROUS SUPPORT

A monstrous infantry model can make as many supporting attacks as are on its profile, up to a maximum of three, rather than the usual one supporting attack.

Hammer and Anvil

After infantry, cavalry are probably the most common troop type in Warhammer.

Whilst infantry are masters of the multi-turn close combat 'grind', cavalry excel at delivering a hammer blow with a good chance of breaking the foe in a single round of combat.

However, because enemy infantry are almost always going to have more ranks (and therefore be steadfast) when fighting my cavalry, I like to throw a ranked-up infantry unit of my own into the fight, hopefully allowing my cavalry to tear the enemy infantry to red ruin.

CAVALRY

The term cavalry refers to roughly man-sized riders mounted on war beasts – commonly warhorses, or similar creatures. Good examples of cavalry are things such as Bretonnian Questing Knights, Orc Boar Boyz or Dark Elf Cold One Knights. Cavalry specialise in performing devastating charges, using the momentum of mount and rider to smash the enemy formation apart whilst skewering the unlucky foes with lance, spear or sword.

SPLIT PROFILE

Although a cavalry model has two sets of characteristics, one for the rider and one for the mount, it is treated in all respects as a single model – the rider cannot dismount. When moving, the cavalry model always uses the Movement characteristic of the mount, and never that of the rider.

Example cavalry profile:

	M	*WS*	*BS*	*S*	*T*	*W*	*I*	*A*	*Ld*
Chaos Knight	4	5	3	4	4	1	5	2	8
Chaos Steed	8	3	0	4	3	1	3	1	5

The rider and mount use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the cavalry model is in base contact with.

The mount's Wounds and Toughness are never used. We assume that the enemy always strikes at the rider, so his Wounds and Toughness are used instead – if the rider is slain, we treat the mount as having fled the battle or been slain alongside its master.

Similarly, it is the rider's Weapon Skill that is used for the purposes of the enemy rolling to hit – the mount's Weapon Skill is used only when the mount strikes blows. We assume the rider to be in complete control of his mount, so the mount's Leadership is never used, unless a special rule states otherwise.

If the rider has a missile weapon, he always uses his own Ballistic Skill, rather than that of his mount (as most mounts have a Ballistic Skill of 0 anyway, this should be fairly obvious).

CHARGING, FLEEING AND PURSUING

Cavalry have the Swiftstride rule (see page 76).

CAVALRY AND SUPPORTING ATTACKS

When a cavalry model makes supporting attacks, only the rider can strike – we assume that the mount lacks both the discipline and the reach to fight through those ahead of it.

CAVALRY AND SPECIAL RULES

Unless otherwise noted, special rules that apply to the mount do not normally also apply to the rider, and vice versa. There are, however, a few exceptions:

- If the rider or the mount causes Fear or Terror, then the entire combined model is assumed to cause Fear/Terror.
- If either the rider or the mount is subject to Stupidity, then the whole model is affected by the result of the test.
- If either the rider or the mount are Immune to Psychology or immune to Fear, Terror or Panic, then so is the whole model.
- If either the rider or the mount have Frenzy, then the whole model is subject to the Berserk Rage, but only the element with the Frenzy rule gains an Extra Attack.

CAVALRY ARMOUR SAVES

If a cavalry model is called upon to take an armour save, it is the rider's armour save that is used. However, the rider does receive a modicum of additional protection from his mighty mount. A cavalry model's armour save is treated as being one point better than normal, so a model with heavy armour and shield, who would normally have a 4+ armour save if he were infantry, has a 3+ armour save for being cavalry. Furthermore, if the mount has barding (i.e. armour of its own), the rider's armour save is increased by two points, rather than one, which would give the model described above a massive 2+ armour save.

Barding and Movement

Troops riding mounts with barding are better protected, as explained above, but the mount is slowed by the extra weight of the barding. Accordingly, a cavalry model with barding has its Move characteristic reduced by 1". So, for example, a knight riding a horse can normally move 8", but if the horse is wearing barding, he will only move 7".

CAVALRY AND TERRAIN

Cavalry have to take Dangerous Terrain tests if they move swiftly over anything other than open ground or hills – see page 116 for more details.

Cavalry and Buildings

As we'll discover later, buildings can often be occupied by units as the game goes on. However, as you might expect, cavalry cannot garrison buildings – most riding beasts are too large to fit through ordinary doors, and the riders won't abandon their mounts.

Nevertheless, we do allow cavalry models to assault buildings (as covered in the Battlefield Terrain chapter on page 126). We assume that the riders tether their mounts a short way from the fight before charging home on foot – accordingly, the mounts cannot fight, only the riders (and clearly the riders will not receive any armour save bonus from their mount during the fight!). Obviously, should the assault successfully drive the defender out of the building, the cavalry models cannot garrison the structure in their place.

MONSTROUS CAVALRY

Just as horse-sized beasts can be pressed into service as mounts, so can their monstrous cousins. Such monstrous cavalry are incredibly rare, as most such creatures are so strong-willed that great patience (or violence) is needed to break them to the point at which they can safely be used as a mount. This combination of mass and stubborn muscle makes regiments of monstrous cavalry a much-feared force upon the battlefields of the Warhammer World.

Example monstrous cavalry profile:

	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	5	5	0	6	4	2	4	2	7
Juggernaut	7	5	0	5	4	1	2	2	7

All the cavalry rules apply to monstrous cavalry, with one exception – monstrous cavalry always use the highest Wounds characteristic the model has, rather than automatically using the rider's – indeed, this will normally mean that the model uses the mount's Wounds characteristic.

STOMP

Monstrous cavalry have the Stomp special rule (see page 76).

MONSTROUS RANKS

A rank of monstrous cavalry needs only three models to count for rank bonus, steadfast and so on, and only need a six model frontage to count as a horde, as described under monstrous infantry (see page 81).

Bloodcrusher

In the name of Sigmar's beard, what is it?

The names for the various troop types have been purposefully chosen to make them as self-explanatory as possible and, hopefully, a model's troop type should be fairly obvious in most cases (let's be honest, it's hard to mis-classify a Dragon).

In a few cases, a model's troop type might not be so clear as all that. As previously mentioned, it's for this reason that there's a bestiary of pretty much all the creatures and critters currently in Warhammer included in the Reference section at the back of this book.

As a bit of an extra guide, you'll also notice that plenty of creatures have been name-dropped into the troop type descriptions. If at all in doubt, these two sets of pointers should give you all the information you need to classify your troops.

SWARMS

Swarms are seething masses of small creatures, such as rats, snakes or insects, summoned to the battlefield by magical means and set loose upon the enemy. Individually, the critters in a swarm are little threat, but their sheer weight of numbers more than compensates for their size. Swarms are made of a number of bases. Each base includes many creatures, but counts as a single model with a profile like the one below:

Example profile of a swarm's base:

	M	WS	BS	S	T	W	I	A	Ld
Rat Swarm	6	3	0	2	2	5	4	5	10

SKIRMISHERS

Swarms fight in a loose and shifting formation, achieving through animal instinct what other troops achieve through rigorous training. Swarms have the Skirmishers special rule.

UNBREAKABLE

Swarms are utterly unthinking, and completely devoid of self-awareness – they have the Unbreakable special rule.

SQUISH!

Whilst swarms are particularly nasty foes if the fight goes their way, it's easy for the enemy to inflict plenty of damage on the swarm once they've built up momentum. Most creatures in a swarm don't tend to die to weapon strikes, but are crushed underfoot once the fight goes against them. Swarms have the Unstable special rule (see page 78 for details).

Note that swarms who are subject to special combat result rules (such as Undead and Daemon swarms) do not have the Unbreakable or Squish! rules, but use their army's own special rules instead.

WAR BEASTS

Some armies employ hunting animals, such as hounds or wolves. Whilst not particularly intelligent, such creatures can be formidable foes in close combat, and cover ground at an incredible rate.

Example war beasts profile:

	M	WS	BS	S	T	W	I	A	Ld
Warhound	7	4	0	3	3	1	3	1	5

CHARGING, FLEEING AND PURSUING

War beasts have the Swiftstride special rule (see page 76).

CHARACTER MOUNT

Some characters can ride war beasts, in which case the model uses the rules for cavalry (see page 82).

MONSTROUS BEASTS

There are many mighty and wondrous creatures in the Warhammer world that, whilst not large enough to classify as being full-blown earth-shaking monsters, are still formidable foes. We refer to such creatures as monstrous beasts.

Example monstrous beast profile:

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

STOMP

Monstrous beasts have the Stomp special rule (see page 76).

CHARGING, FLEEING AND PURSUING

Monstrous Beasts have the Swiftstride special rule (see page 76).

MONSTROUS RANKS

A rank of monstrous beasts needs only three models to count for rank bonus, steadfast and so on, and only need a six model frontage to count as a horde, in the same way as monstrous infantry (see page 81).

CHARACTER MOUNT

Some characters can ride monstrous beasts, in which case the model uses the rules for monstrous cavalry (see page 83).

MONSTERS

Monsters are the largest beings in the Warhammer world, creatures so powerful that they normally don't form into units, but roam the battlefields on their own. Generally speaking, any single model bigger than a monstrous beast is a monster. This category includes Dragons, Greater Daemons and so on.

Example monster profile:

	M	WS	BS	S	T	W	I	A	Ld
War Hydra	6	4	0	5	5	5	2	7	6

THUNDERSTOMP!

Monsters have a more destructive version of Stomp, called Thunderstomp (see page 76).

MONSTERS AND BUILDINGS

Monsters are far too enormous to enter buildings, though they can still assault them.

RIDDEN MONSTERS

Some characters can ride monsters, as explained on page 104.

CHARIOTS

A chariot is a wheeled war vehicle drawn into battle by beasts of some kind and crewed by warriors that are armed to the teeth.

SPLIT PROFILE

In a similar manner to cavalry, a chariot has more than one set of characteristics, one for the beasts, one for the crew and one for the chariot itself, and is treated as a single model.
When moving, the chariot model always uses the Movement characteristic of the beasts, although as the beasts are somewhat slowed by the chariot chassis, a chariot cannot march.

Example chariot profile:

	M	WS	BS	S	T	W	I	A	Ld
Lion Chariot	-	-	-	5	4	4	-	-	-
Crew	-	5	4	4	-	-	5	1	8
War Lions	8	5	-	5	-	-	4	2	-

The crew and the beasts use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the chariot model is in base contact with, although the beasts can only fight enemies to the front. If the crew models have missile weapons, they use their own Ballistic Skill when making Shooting attacks.

The Wounds, Toughness and armour saves of the crew and the beasts are never used – hits are resolved against the chariot's Wounds, Toughness and Armour Save. It is the crew's Weapon Skill that is used for the purposes of the enemy rolling to hit, just as with cavalry.

We assume the crew to be in complete control of the beasts that pull the chariot, so the beasts' Leadership is never used.

IMPACT HITS

Chariots are huge crushing contraptions – they have the Impact Hits (D6) special rule. Some chariots are equipped with massive scythes and instead have Impact Hits (D6+1). This will be specified in their entry.

CHARIOTS AND SUPPORTING ATTACKS

Chariots cannot make supporting attacks – the rigid body of the chariot prevents other ranks from forcing their way through to attack the foe.

CHARIOTS AND SPECIAL RULES

Just as with cavalry, we assume that special rules that apply to the mounts do not normally also apply to the chariot or its crew, and vice versa. Remember though that there are exceptions, as detailed under the rules for cavalry (see page 82).

ARMOUR SAVES

Chariots have a fixed armour save, as detailed in their army list entry. Such an armour save takes into account the hardiness of the chariot, the armour worn by the crew and any barding on the mounts (but barding still slows the model down).

CHARIOTS AND TERRAIN

Chariots are primarily created to operate over firm, even ground. As a result, a chariot that finds itself moving through terrain is likely to have a very bumpy (and possibly fatal) ride. See page 117 for details on chariots and Dangerous Terrain tests.

CHARGING, FLEEING AND PURSUIT

Chariots have the Swiftstride rule (see page 76).

CHARIOTS AND BUILDINGS

Obviously, chariots cannot enter or assault buildings – such actions would result in a very broken chariot for no tangible gain.

NO STOMP

Sometimes a chariot will either be pulled by monstrous cavalry or crewed by monstrous infantry. In either case, no stomp attacks are permitted (the crew can't reach and the steeds are hampered by their yokes and chains).

WAR MACHINES

War machines such as Empire Great Cannons, Orc Rock Lobbers and Dwarf Bolt Throwers are powerful units on the field of battle, able to pulverise whole regiments, breach stone walls or even slay fearsome monsters with a single, well-placed shot.

War machines form a distinct troop type. However, as their rules are rather unusual, and cover many different weapons that can be found in the Warhammer world, they are dealt with in their own chapter, starting on page 108.

UNIQUE UNITS

Some mechanical constructs or magical monstrosities are so bizarre or unusual that they have rules entirely unique to themselves. Such troop types might well use some of the rules elements from other, more common troop types, or else have entirely distinct rules that do not appear anywhere else. Where this happens, the unit entry in the relevant Warhammer Armies book will contain all the special rules and information you need to get your unique unit into the fray!

The Skaven Plague Furnace (right) and Night Goblin Fanatic (below) are good examples of unique units.

WEAPONS

In the grim and dangerous world of Warhammer, warriors employ many different types of weapons against a multitude of foes. From the fine swords of the Elves or the well-wrought axes of the Dwarfs to less-sophisticated choppas of the Orcs or the huge spiked clubs used by Ogres, every race has weaponry fitted to its preferred style of fighting.

It is usual for all the models in a unit to carry the same weapons. A unit of Spearmen, a unit of Crossbowmen and so on. It is acceptable for a unit to include a minority of models that are differently armed for the sake of a varied and interesting appearance, but the unit still counts as being armed as the majority. Where models are varied in this way, it is important that the overall appearance of the unit is not misleading.

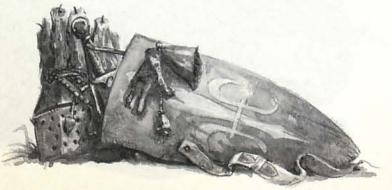
HAND WEAPONS

Up until now, we've assumed that all models have been armed with a hand weapon. Swords, axes, clubs and maces are all hand weapons, as are more esoteric weapons, such as punch daggers, brass knuckles and fighting claws. We even use this rule to cover natural weapons, such as claws, teeth and horns.

We assume that all troops and characters have turned up to the battle with at least one suitable fighting hand weapon each, although many troops are also equipped with one or more other, more specialised weapons. As the main rules assume that every warrior has a hand weapon, we don't need to discuss further special rules – a model with a hand weapon fights precisely according to the rules laid out in earlier sections. However, there are many other types of weaponry available to the warriors of Warhammer.

Hand weapons for everybody

Why do we assume every model has a hand weapon? The same pragmatism that leads a warrior to favour the weapon with which he is most skilled also drives him to carry a spare weapon of some kind (normally a short sword, dagger or other non-encumbering weapon) in case his main weapon is lost or destroyed. This doesn't happen that often in Warhammer, and is normally due to the effect of a spell cast by the enemy, but we retain the 'every model has a hand weapon' rule to ensure that our warriors always have a chance to fight the enemy.



HAND WEAPON AND SHIELD

Remember earlier when I said fighting with a hand weapon doesn't confer any special rules? Well, that's not exactly true – there is one case where it does. Some warriors carry a hand weapon in one hand and a shield in the other, a common combination which grants the warrior a fighting chance to parry or block almost any attack, no matter how powerful.

Parry Save

If a warrior is fighting with a hand weapon and a shield, then he has a 6+ ward save, representing his chance to parry the blow – even the mightiest axe strike can be turned aside at the last moment if the timing is right.

This parry save only works against attacks made in close combat. It cannot be used against attacks made against the warrior's flank or rear (he doesn't have enough freedom of movement to turn around quickly enough), nor can it be used against Impact Hits or hits from Stomp attacks (there's no parrying something that big).

As a final caveat, the parry save cannot be claimed by Frenzied warriors – they're far too bonkers to think overmuch about their own personal safety – nor can it be used by mounted models.

SPECIAL WEAPONS

We use the term 'special weapon' to cover anything that isn't a hand weapon. Special weapons include missile weapons, such as bows and throwing axes, as well as fearsome close combat weapons such as halberds and lances.

MISSILE WEAPONS

Normally a model cannot make a shooting attack unless he has a missile weapon of some kind – a bow, crossbow or sling perhaps. If for some reason a model has more than one missile weapon, he is allowed to choose which one to fire during the Shooting phase.

CLOSE COMBAT WEAPONS

If a model carries a special close combat weapon, he must fight with it in the Close Combat phase – he cannot elect to wield his hand weapon instead. The reason for this is quite straightforward. Almost all warriors train exclusively with one particular weapon, honing their skills of attack and defence with the chosen tool of slaughter. Such warriors are reluctant to surrender advantage to the foe by fighting with a less familiar, or less powerful, weapon. Should the special weapon be destroyed then, and only then, can they use their hand weapon.

The one exception to this rule is that if the model also carries a magical close combat weapon of some kind, he will always use it in preference to other weapons he carries. If the magical weapon is somehow destroyed or rendered useless, the warrior will then use his special close combat weapon (if he has one) finally resorting to his hand weapon if the special close combat weapon is also destroyed or rendered useless. Hand weapons cannot be destroyed (well, they can, but we assume that the warriors are always able to immediately find plenty of replacements among the debris littering the battlefield!). Further details on magic weapons and other items can be found in the Reference section.

Two Special Close Combat Weapons

If the models in a unit carry two special close combat weapons, they must choose which of the weapons to use at the start of the first round of a close combat (the entire unit must use the same weapon, but characters can always choose separately). Whichever weapon they select must then be used for the entire combat, unless the weapon they are using is somehow destroyed – it's no easy thing to change to a different weapon partway through a fight.

If an infantry model is armed with an additional hand weapon or a brace of pistols, these grant an extra attack. A model can't, however, wield a brace of pistols or additional hand weapon alongside another type of special weapon such as, say, a halberd.

WEAPON PROFILES

Each 'special' weapon confers a number of abilities onto the warrior wielding it. This will sometimes be a bonus to their characteristic profile (normally Strength) or perhaps grant the wielder one or more special rules, as detailed in the weapon's rules.

In order to keep a weapon's abilities nice and clear, we give each a characteristic profile, much as we do for a warrior. There are four sections to a weapon's profile: Name, Range, Strength and Special Rules.

Two example weapon profiles are shown below:

Name	*Range*	*Strength*	*Special Rules*
Halberd	Combat	+1	Requires Two Hands

Name	*Range*	*Strength*	*Special Rules*
Bow	24"	3	Volley Fire

Name

A weapon's name is what you'd expect, a descriptive title that distinguishes the weapon from other ones.

Range

The range tells you at what distance the weapon can be used. If a weapon's range is 'combat' then it can only be used in close combat. If the range is a number of some kind, it is a missile weapon and the number is its maximum range.

Strength

A weapon's Strength can take three forms. If the Strength is shown as a modifier, for example +1, +2 or -1, then this is the modifier the weapon applies to the wielding model's strength. A Man (Strength 3) wielding a Halberd (Strength +1) would therefore strike Strength 4 blows when fighting in close combat.

If a weapon's Strength is shown as 'as user' then attacks made with the weapon use the wielder's own unmodified Strength.

Alternatively, if a weapon has a fixed Strength, then all attacks made with that weapon use the Strength value shown – the wielder's Strength is ignored. For example, shots fired by a Man (Strength 3) with a crossbow (Strength 4) would use the crossbow's Strength of 4, not the Man's Strength 3.

Special Rules

Many weapons confer special abilities on the attacks made by the wielder, such as the ability to fight in an extra rank. Sometimes the special rule will be explained immediately after the weapon profile. Otherwise, details on these special rules can be found in the chapter of the same name, starting on page 66.

Skaven Assassin

WEAPONS

Listed on the following pages are some of the many types of weapon used in the Warhammer world. Unusual weapons that are specific to individual races or armies are covered in the army book for that particular race.

Night Goblin with shorthow

You'll see that the spear has two different entries, one referring to the use of spear on foot and the other referring to mounted models (cavalry of all kinds and models riding monsters or chariots).

BOW

The bow is used extensively in warfare. It is a compact, long-ranged weapon that is cheap to make and easy to maintain.

Name	*Range*	*Strength*	*Special Rules*
Bow	24"	3	Volley Fire

Dwarf Quareller with crossbow

CROSSBOW

A crossbow consists of a short, strong bow stave mounted on a wooden or metal stock. It takes a long time to load and wind a crossbow, but each shot has tremendous range and power.

Name	*Range*	*Strength*	*Special Rules*
Crossbow	30"	4	Move or Fire

FLAIL

A flail is a cumbersome, heavy weapon used with both hands. It consists of heavy weights, often spiked, attached to a pole or handle by heavy chains. A flail drains the user's stamina quickly, but is incredibly destructive on the charge, its impact smashing shields and splintering bones.

Name	*Range*	*Strength*	*Special Rules*
Flail	Combat	+2*	Requires Two Hands

* A flail's Strength bonus applies only in the first round of close combat.

Empire Greatsword

GREAT WEAPON

Great weapons are especially large and heavy weapons wielded with both hands. This includes great hammers, great axes, two-handed swords and suchlike. A blow from a great weapon can cut a foe in half and break apart the thickest armour.

Name	*Range*	*Strength*	*Special Rules*
Great Weapon	Combat	+2	Requires Two Hands, Always Strikes Last

HALBERD

The halberd is a heavy bladed weapon mounted on a sturdy shaft. The steel blade has a point like a spear as well as a heavy cutting edge like an axe. It is held in both hands and used to chop as well as thrust.

Name	*Range*	*Strength*	*Special Rules*
Halberd	Combat	+1	Requires Two Hands

HANDGUN

A handgun is a simple firearm consisting of a metal barrel mounted on a wooden stock. Some of the more advanced versions have levers and springs that hold the burning match or flint and release the firing mechanism to trigger the gun.

Handguns have a long range and hit very hard, making them value weapons indeed.

Name	*Range*	*Strength*	*Special Rules*
Handgun	24"	4	Armour Piercing, Move or Fire

JAVELIN

The javelin is a light spear designed for throwing, too flimsy to be used in hand-to-hand fighting. It is not a very common weapon as it has a short range, but the amphibious Skinks of Lustria use javelins extensively. A model is assumed to have sufficient javelins to last the battle.

Name	*Range*	*Strength*	*Special Rules*
Javelin	12"	As user	Quick to Fire

LANCE (MOUNTED MODELS ONLY)

A lance is a heavier, longer version of the spear, which cannot be used by models on foot.

Name	*Range*	*Strength*	*Special Rules*
Lance	Combat	+2*	-

** A lance is only used in a turn in which the wielder charged into combat. In subsequent turns (or if the wielder did not charge) the model uses its hand weapon.*

LONGBOW

A longbow is a dangerous weapon – a skilled archer can hit an enemy from a great distance with punishing force.

Name	*Range*	*Strength*	*Special Rules*
Longbow	30"	3	Volley Fire

MORNING STAR

A morning star is a single-handed weapon that consists of one or more spiked balls on a chain. Like the larger flail it resembles, it is a tiring weapon so its advantage lies with the initial blow.

Name	*Range*	*Strength*	*Special Rules*
Morning Star	Combat	+1*	-

** A morning star's Strength bonus applies only in the first round of combat.*

PISTOL

Pistols are small weapons that employ a noxious and unreliable form of gunpowder to propel a small lead or stone ball. Unlike other weapons, a pistol can be used as both a missile weapon and a close combat weapon, following the same rules as an additional hand weapon.

Name	*Range*	*Strength*	*Special Rules*
Pistol (Shooting)	12"	4	Armour Piercing; Quick to Fire

Brace of pistols

If a model carries two or more pistols (a 'brace') it uses them simultaneously, both in combat and when shooting.

Name	*Range*	*Strength*	*Special Rules*
Brace of Pistols (Combat)	Combat	As user	Extra Attack*

** Grants an Extra Attack to models on foot only.*

Name	*Range*	*Strength*	*Special Rules*
Brace of Pistols (Shooting)	12"	4	Armour Piercing, Quick to Fire, Multiple Shots (2)

SHORTBOW

Shortbows are small, short-ranged bows that are favoured by Goblins. Some cavalry also carry a shortbow because it is easier to shoot from horseback.

Name	*Range*	*Strength*	*Special Rules*
Shortbow	18"	3	Volley Fire

SLING

Slings consist of a looped string of cloth or leather into which a stone is placed and then thrown with surprising strength and accuracy.

Name	*Range*	*Strength*	*Special Rules*
Sling	18"	3	Multiple Shots (2)

SPEAR (FOOT)

Spears are long shafts of wood with a sharp metal tip. Because braced spearmen can fight in an additional rank, spears are ideal defensive weapons for infantry.

Name	*Range*	*Strength*	*Special Rules*
Spear	Combat	As user	Fight in Extra Rank*

**Does not apply on a turn in which the model charged.*

SPEAR (MOUNTED)

Riders armed with spears ride down footmen, spitting them as they gallop into their ranks.

Name	*Range*	*Strength*	*Special Rules*
Spear	Combat	+1*	-

** A spear is only used in a turn in which the wielder charged into combat. In subsequent turns (or if the wielder did not charge) the model uses its hand weapon.*

THROWING WEAPONS

Throwing weapons, such as stars and knives, are small, easily concealed weapons and, consequently, they are favoured by assassins and lightly armed infiltrators. A model is assumed to have sufficient throwing weapons to last the battle.

Name	*Range*	*Strength*	*Special Rules*
Throwing weapon	6"	As user	Quick to Fire

THROWING AXES

These weapons are keenly balanced so they can be thrown accurately despite their weight. Even so, the strongest warrior cannot throw such a weapon very far, but if a throwing axe hits its target, the effect is devastating. A model is assumed to have sufficient throwing axes to last the battle.

Name	*Range*	*Strength*	*Special Rules*
Throwing axe	6"	+1	Quick to Fire

TWO/ADDITIONAL HAND WEAPONS (MODELS ON FOOT ONLY)

Some warriors carry two hand weapons, one in each hand, and can rain down even more blows on their enemy. An additional hand weapon cannot be used by a mounted model, or by a model that has a magical close combat weapon.

Name	*Range*	*Strength*	*Special Rules*
Two/Additional Hand Weapon	Combat	As user	Extra Attack

High Elf Spearman

Skink Warrior with javelin and shield

Black Ark Corsair with two hand weapons

COMMAND GROUPS

So far, we've assumed that all models in a unit are equal – that they are all rank-and-file troops with identical influence on the fray. However, it is commonplace for warriors to march into battle under the leadership of a sergeant or other champion, with banners flying proud in the mist-strewn air and the rattle and pounding of drums driving the warriors onward. A unit's champion, standard bearer and musician are collectively referred to as the unit's command group, and that's what we're going to discuss in this section. Before we delve into the nitty gritty of individual rules for command group models, let's cover off the basics.

FIELDING COMMAND GROUPS

Many units can include a command group of some kind, dictated on the whole by the miniatures that are available, and detailed in the relevant Warhammer Armies book. Most units can take what we refer to as 'full command' – a champion, standard bearer and musician – whilst others will only be able to take perhaps one or two of these options. Light troops, for example, often do not have an option for a standard bearer, preferring not to draw the enemy's attention by waving a big gaudy flag. Command group models are always chosen as upgrades to normal rank-and-file models.

WHAT'S IN A NAME?

In most army books, the term standard bearer is used throughout, though the model in question might actually be carrying an icon, pennant or other such token. Similarly, a musician might be carrying a drum, horn, zither, hurdy-gurdy or some other weird and wonderful instrument – he'll still be described as a musician.

Champions, however, are a different kettle of fish. You'll rarely find a champion option referred to as simply a champion – he'll be listed under the rank or name given to the champion of that particular unit. For example, the champion of an Empire Flagellant Warband is known as a 'Prophet of Doom' whilst the champion of a Bretonnian Peasant Bowmen unit is called a 'Villein'. As you can see, there is a little potential for confusion here, as a champion is not so clearly identified as a standard bearer or a musician. Fortunately, this distinction makes the champion easy to identify – if a unit has a champion option, it'll be the one that isn't clearly labelled musician or standard bearer. Furthermore, a champion always has a slightly different characteristic profile to the other troops in a unit, so if in doubt you can always identify him that way!

High Elf Phoenix Guard Standard Bearer

POSITION WITHIN THE UNIT

Command groups must be placed in the unit's front rank and move automatically if the unit reforms.

Champions, standard bearers and musicians can always be found in the forefront of the fighting, as is entirely fitting as they lead their comrades through personal example.

Any models that make up a unit's command group must be placed in the front rank of the unit, unless there is not enough room for them to fit. Where this happens, as many command group models as possible must be placed in the front rank and any remaining models are placed in the rank behind.

If the unit changes formation then the command group automatically pushes its way back to the front. Accordingly, when a unit reforms, the models of the unit's command group must be repositioned into the unit's new front rank as described above (regardless of the distance).

Now we've got all that out of the way, let's take a look at the command group's members.

CHAMPIONS

CHAMPION PROFILE

A champion always has a slightly better profile than his fellows, having improved his skills over the course of several battles. Normally, this increase will take the form of an extra Attack (in the case of a champion whose unit specialises in close combat) or an extra point of Ballistic Skill (if the champion's unit employs chiefly ranged weapons). In some more unusual cases, a champion will have other characteristics bonuses, in which case these will also be shown in his characteristic profile.

ARMS AND ARMOUR

A champion model will normally have different wargear to his fellows, in order that he should stand out from the crowd! However, he counts as having exactly the same weapons and armour as the other members of his unit.

That said, some champions do have the option to take equipment that is not available to other members of their unit – where this is the case it will be clearly stated in the appropriate Warhammer Armies book.

CHAMPIONS AND SHOOTING

As you might expect, a champion uses his own characteristics when he shoots. If making a shooting attack, the champion must shoot at the same target as the rest of his unit – you'll normally want to roll different coloured dice for the champion's shots if he has a different Ballistic Skill.

A champion cannot normally be targeted by enemy shooting attacks – he can only be removed as a casualty if there are no other rank-and-file members of his unit left (not even the standard bearer or musician).

The only exceptions to this are shooting attacks that do not use the normal shooting rules, specifically shooting attacks that use some form of template (such as cannons, stone throwers, breath weapons and so on).

Fortunately, in these cases, a champion is so beloved by his unit that ordinary rank and file troops will attempt to save him – as represented by the "Look Out Sir!" rule (see below).

CHAMPIONS AND CLOSE COMBAT

In close combat, a champion can attack any enemy model he is in base contact with, using his own characteristic profile, as normal. Similarly, enemy models in base contact can direct attacks against the champion if they wish. If the champion is slain then the model is replaced with a rank and file model from the back rank of the unit, if one is available. Note that any extra wounds inflicted upon a champion do not carry over onto the rest of the unit – once the champion is slain, excess wounds are lost.

Unless a champion is slain by a direct attack, then he must be the last rank and file model to be removed as a casualty. So if a unit of three models suffers 3 or more unsaved wounds, the champion is removed as one of the casualties. In essence, wounds inflicted on the unit can overflow onto the champion, but wounds inflicted on the champion cannot overflow onto the unit.

CHAMPIONS AND CHALLENGES

Champions can accept and issue challenges in the same manner as a character. If you want to read more about challenges, you'll find the information on page 102.

"LOOK OUT SIR!"

If a champion is hit by a template as described above, there is a good chance a comrade will shout a warning or physically push him clear of incoming harm. Roll a D6. On a 1, the champion fails to hear the warning, or is too far away. He is hit and damage is resolved against him as normal. On a 2-6, the champion dives clear or is shoved aside – he is not hit by the attack. Unfortunately, another member of the unit takes the strike meant for the champion (normally the noble soul who pushed the champion clear) – resolve the hit against the unit instead.

A "Look Out Sir!" roll cannot be made if there are less than five rank-and-file models (including the musician and standard bearer, but not the champion) left in the unit.

Dark Elf Corsair Champion

STANDARD BEARERS

Empire Standard Bearer

A unit of troops often fights below a standard or banner of some kind, a glorious token of their allegiance, history and pride. Such a standard is much treasured by the soldiers that fight and die beneath it, and they will battle on all the harder whilst it still flies.

PROFILE AND WARGEAR

A standard bearer always has the same profile as the other rank and file models in his unit. Similarly, we also treat him as being equipped with the same weapons and armour as other models, although the model itself might not be armed the same way.

In reality, the standard bearer model will probably lack a shield, or will have exchanged a weighty lance for a sword. Such is to be expected – a standard is a terribly weighty thing, and standard bearers often shed other burdens in order to keep the flag flying. The standard's the important thing after all – we can well imagine the bearer setting aside other trivial burdens to allow the mighty flag to be held aloft.

We furthermore take this deficiency in wargear to be compensated for by the sheer fighting skills and tenacity of the warrior in question. Only the toughest soldier in a unit will be given the honour of carrying the standard, and therefore we assume the standard bearer fights as if he has the same equipment as his fellows (which makes things far easier to keep track of!).

COMBAT RESOLUTION BONUS

As we already discussed in the Close Combat chapter, a standard bearer is almost invaluable in a fight. If a unit includes a standard bearer, it will be more determined than ever to beat its foe, and so adds +1 to its combat result. Remember that in a multiple close combat this bonus is limited to a maximum of +1 if any unit has a standard, not +1 for each one present in a fight.

STANDARD BEARERS AND CASUALTIES

We assume that if the standard bearer is slain, another warrior will step forward to raise the fallen standard aloft. Accordingly, the standard bearer cannot normally be removed as a casualty unless only he and the champion (if there is one) remain in the unit. This applies even if the standard bearer is the target of an effect that affects only a single model, such as a dangerous terrain test, or an attack made with the Sniper special rule. Another rank and file warrior is still assumed to pick up the banner. If the only other remaining model in the unit is the champion, the standard bearer must be removed as a casualty before him.

Last Stand

The only time a standard bearer can be removed as a casualty before the musician and other rank-and-file models is if the unit breaks from combat. When this happens, we assume that the standard bearer fights to the very last, defending the honour that the rest of his unit have abandoned in their flight. If a unit breaks from combat, the standard bearer is slain immediately – remove the model. His place must be taken by a rank-and-file model from the rear rank of the unit, if there is one available. The victorious enemy can still overrun or pursue as normal.

MUSICIANS

When an army marches, it does so to the beat of drums and the call of blaring horns. These instruments are used to announce a unit's presence on the battlefield, bringing fresh hope to friends and worry to enemies. More than this, a unit's musician is crucial to keeping order when the unit attempts to change formation or should it need to rally. For trained troops, a prearranged sequence of notes can carry as much information as a bellowed order, and can do so more clearly and with greater speed.

PROFILE AND WARGEAR

As with a standard bearer, we assume a unit's musician to have the same characteristic profile and wargear as other models in the unit, with the warrior's skill and determination compensating for any lack of equipment. An enemy can suffer quite a nasty wallop from a drumstick, after all!

"ONWARDS, MEN!"

If a combat goes poorly, a unit's musician plays ever louder, to rouse the spirits of his fellows and drive them forward into the fray with greater vigour. As a result, the side that has a musician in its front rank of one or more of its units wins any drawn close combat by 1, unless the opposing side has a musician also, in which case the redoubled efforts (and almighty clamour) cancel each other out.

"FORM ON ME!"

A musician forms a clear and vital rallying point for a fleeing unit and can spell the difference between a brief retreat and a headlong flight. If a fleeing unit has a musician, it gains a +1 bonus to its Leadership whenever it attempts to rally. Remember that Leadership, as with all characteristics, cannot exceed 10.

MUSICIANS AND CASUALTIES

As with the standard bearer, we assume that if the musician is slain, another warrior will retrieve the instrument from his corpse and continue to play (probably not as well, but near enough for our purposes).

The musician cannot be removed as a casualty unless only he, the standard bearer and the champion (if either are present) remain in the unit. If only the standard bearer and/or the unit champion remain beside the musician then the musician must be the next casualty.

SWIFT REFORM

A unit that is not fleeing and not engaged in combat can attempt to make a swift reform during the Remaining Moves sub-phase, if it has a musician, by taking a Leadership test before it moves. If the test is passed, the unit immediately makes a swift reform – if failed, the unit makes a normal reform instead, with all the penalties that apply (as described on page 14). A swift reform is treated exactly like a reform manoeuvre, however such is the speed and efficiency with which the reform was carried out that the following exceptions apply:

- A unit that has made a swift reform can immediately make a full normal move, even though a reform would normally prevent it from doing so. Note that a unit that carries out a swift reform cannot march – they haven't been that swift!

- A unit that has made a swift reform can still shoot, although it will count as moving, whether or not it moves further after the reform has been completed. This means that it will suffer the -1 modifier for moving and firing, and will not be able to shoot Move or Fire weapons (such as crossbows).

COMMAND GROUP CASUALTIES SUMMARY

- *Rank-and-file models are always removed first.*

- *When no rank-and-file models remain, the musician is removed.*

- *If there is no musician, or he has been slain, the standard bearer is removed.*

- *The champion is always removed last (unless specifically targeted by an attack).*

Dwarf Ironbreaker Musician

CHARACTERS

The Warhammer world would not be what it is without the presence of great lords, valiant heroes and mighty wizards. Such powerful individuals add a new dimension to your games of Warhammer, either as inspiring leaders or skilled warriors able to trounce hordes of lesser fighters. Such potent personages are called 'characters'.

Characters are generally known by different names appropriate to their nation or race. Orc characters, for example, are known by suitably 'Orcy' names such as Big Boss and Warboss, whilst the leaders of the Empire are Captains, Warrior Priests and Engineers.

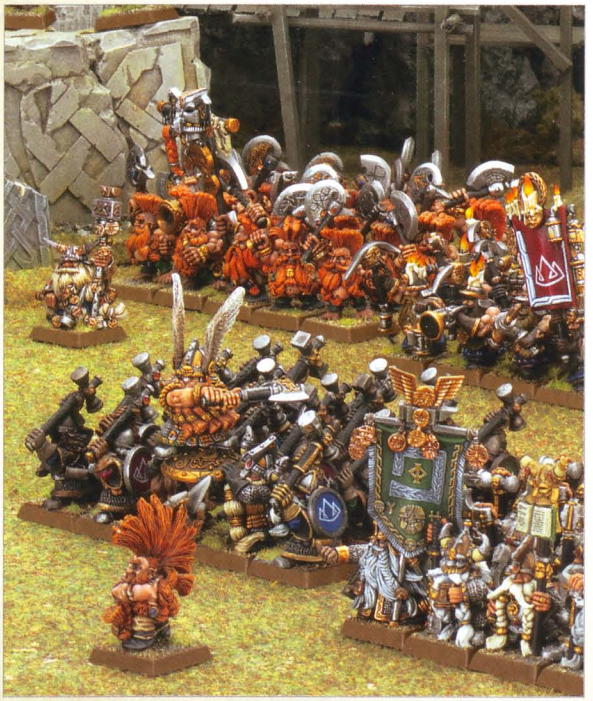
The types of character available to an army will vary with the personality of that army. Most races in Warhammer can call upon the services of powerful fighters and puissant wizards in equal measure, some have unique types of specialist character, and a few have jack-of-all-trades characters that are adept in many different aspects of war.

CHARACTER MODELS

Characters are a special type of unit that can either operate on their own, or join another unit from the same side. They often have superior characteristic values compared to ordinary members of their race, for example:

	M	*WS*	*BS*	*S*	*T*	*W*	*I*	*A*	*Ld*
Man	4	3	3	3	3	1	3	1	7
Captain	4	5	5	4	4	2	5	3	8

As can be plainly seen, the Captain is far superior to the common man in almost every way – a powerful force on the battlefield if he is used correctly.



LONE CHARACTERS

Being dangerous and canny fellows, characters are permitted to move around the battlefield as individuals, fighting a solitary battle against the foe. Indeed, many characters excel at this role, having the raw power to take on entire enemy units and still prove victorious.

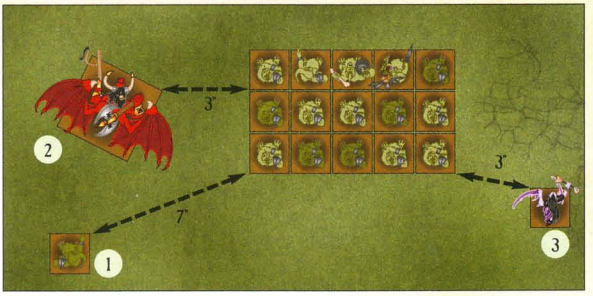
Characters that have not joined another unit are treated as a separate unit of the appropriate type for all rules purposes. They move, shoot and fight as described in the relevant section of the rules. For ease of reference, we will call such models 'lone characters'.

SHOOTING AT LONE CHARACTERS

Characters are tempting targets for the marksmen in the enemy army – one well-placed volley and a powerful foe can perhaps be brought down before he has the chance to wreak ruin. However, picking out a lone character in the midst of a clamorous battle is harder than you might think. At a distance it can be hard to tell officers and common soldiers apart, particularly when units are advancing, marching and charging all around you, so we give lone characters a little protection to represent this.

If a lone character is hit by a shooting attack of any kind (including shots fired using ballistic skill, templates and so on) a "Look Out Sir!" roll can be attempted, provided there is a friendly unit consisting of five or more models of the character's troop type within 3". Roll a D6. On a roll of 4+, the character has been successfully forewarned or otherwise preserved from harm by his nearby allies – the hit is transferred to a model in the friendly unit (if there is more than one eligible unit within 3", the controlling player can decide which made the honourable sacrifice). Otherwise, the hit is resolved against the character as normal.

You'll notice that the chance of this "Look Out, Sir!" roll succeeding is far slimmer that the one discussed elsewhere. This is only fitting as it's far harder to warn a friend from a distance than if he's stood a few paces away.



The Herald of Nurgle (1) is too far away to gain any benefit from being near the Plaguebearers.

The Bloodthirster (2) is a monster, and therefore receives no protection as the Plaguebearers are infantry.

The Masque of Slaanesh (3), however, is infantry, and close enough to receive a 4+ "Look Out, Sir!" against shooting attacks.

The most useful thing about a character is his ability to join other units. The character receives a greater degree of protection for being in the unit, becoming far harder to assassinate from range. In return, the unit gains the character's formidable fighting and leadership skills – all the better to help them crush the foe.

CHARACTERS AND UNITS

WHAT UNIT CAN I JOIN?

Most characters are allowed to join certain types of unit over the course of the battle. A character is normally permitted to join units of infantry, beasts, cavalry, monstrous infantry, monstrous beasts or monstrous cavalry. Characters can also join other characters belonging to one the troop types listed above, thus forming an impromptu unit entirely made of characters.

Unless otherwise stated, a character cannot join a unit of monsters (too much danger of being stood on), a unit of flyers (too many ill-disciplined wings buffeting the sky), a unit of chariots (too much danger of being run over), a unit of swarms (too much chance of being eaten) or a war machine (too much danger of being obliterated). Similarly, a character that is itself a monster, or riding a monster or a chariot cannot join other units – it's just too dangerous for the members of the unit in question. A character cannot join a unit that is already engaged in close combat or is fleeing.

JOINING A UNIT

To join a unit a character must move into base contact with it during the Movement phase. Once a character has joined a unit in this way, neither character nor unit can move further, so it's a good idea to plan your moves in the correct order.

As a unit can move only before the character joins, it's better to move the unit first and then have the character move to join it. A unit which has been joined by a character in the Movement phase only counts as having moved if it has itself moved, not if a character has moved to join it.

POSITION IN THE UNIT

When characters join a unit, they are placed in the front rank (regardless of distance). Rank-and-file models, except for the command group that must remain in the front rank, are moved to the back ranks to make room for the characters. If there is no more room in the front rank, some characters will have to go in the second rank.

SPELLS

When a character joins a unit that is under the effect of a spell that affects the entire unit, the character only benefits or suffers from the effects of the spell whilst he remains in the unit. Similarly, if a character is the subject of a spell that is capable of affecting a unit, the effect will also apply to any unit he joins, for as long as he remains part of it, and the spell lasts.

CHARACTERS IN FLEEING UNITS

If the character has joined a unit and this later flees, he will count towards working out if the unit is still at or above 25% of its initial numbers for the purposes of Rally tests (see page 24).

Skaven Chieftain

Rank Width

I've used the standard rule as the example as this applies to most troop types, but remember that monstrous infantry, monstrous beasts and monstrous cavalry units only need to be three models wide to count rank bonus, etc.

DIFFERENT-SIZED BASES

Most of the time, a character is mounted on the same size of base as the unit he decides to join. In this case, the character can simply be added to the front rank, displacing another model as described above. Naturally, this gets a little more involved if the character has a different-sized base to the members of the unit. Here we have to use a little common sense to make everything work.

If a character's base is larger than one model, but has exactly the same size area (or 'footprint') as two or more models, simply displace those models to the back rank and position the character in their place.

For example, this Chaos Lord is riding a Chaos Steed, so has a 25mm x 50mm footprint. He can still join the Chaos Warrior unit, but will displace two models as the Chaos Warriors have a 25mm x 25mm footprint.

If your character(s) fit into the unit in this manner, work out the unit's ranks (and therefore its rank bonus) as if the space was filled with rank and file troops.

For example, all the units shown above have three complete ranks, and therefore a rank bonus of +2.

When Footprints Collide

If a character's footprint does not fit neatly into a unit, place him on the edge of the unit, beside the front rank, facing the same direction as the rest of the unit, as shown below. In this case we do not assume the character's footprint to be filled by rank-and-file troops, and the character is ignored when working out the number of ranks in the unit and if it counts as a horde.

Neither of these characters' base footprints fit neatly into their units, so they are placed at the side instead.

In the examples shown above, the first unit would count as having three ranks, as it is five models wide (the character is ignored). In the second example, the unit does not count as having ranks, as they are not five models wide without the character.

There's No Room!

If a character cannot be placed within the unit, or beside the front rank, then he cannot attempt to join that unit. This is obvious, perhaps, but worth saying nonetheless.

COMBINED UNITS

Whilst a character is part of a unit, both he and the unit (including any other characters that have joined that unit) are treated as a single combined unit for all rules purposes, save for the exceptions listed here.

MOVEMENT

A unit always moves at the same rate as the slowest model, so when the unit moves, charges, flees or pursues, always use the lowest Movement characteristic and rules of the slowest troop type. Similarly, if the character is subject to any movement restrictions, then those restrictions apply to whole combined unit whilst the character remains part of it, and vice versa.

SHOOTING

'Normal' shooting attacks – by which we mean to say shooting attacks that use the firer's Ballistic Skill – cannot hit a character in a combined unit if there are five or more rank and file models from the same troop type (including musician and standard bearer, but not the champion) left in the unit. We assume that the enemy cannot pick the character out. All hits are allocated onto the unit's rank and file models.

If there are fewer than five rank-and-file models left in the unit (or the character is of a different troop type) there is a chance that any characters in the unit could be hit – the controlling player decides who is hit, but must allocate one hit on each model before he can add a second hit on a model; he must allocate two hits on each model before he can allocate a third, and so on.

Unusual Shooting Attacks

The only exceptions to this are shooting attacks that do not use the normal shooting rules, specifically, shooting attacks that use some form of template (such as cannons, stone throwers, breath weapons and so on).

If a character is hit by such an attack, and he is in a unit of at least 5 rank-and-file models (excluding the champion, if there is one) and he is of the same troop type as the unit, then his controlling player is permitted to make a "Look Out Sir!" roll to save him from harm. This works exactly as the "Look Out Sir!" rule described for unit champions on page 93 . Simply put, on a roll of 2 or more, the hit does not strike the character, but instead is allocated to a rank-and-file model. If there are less than 5 rank-and-file models, the character does not get a Look Out Sir! roll and is hit.

CLOSE COMBAT

In the Close Combat phase, enemy models in base contact with both the character and one or more models from the character's unit can choose to attack the character or the unit, or split their attacks between them. You need to declare where attacks are being allocated before they are rolled. If the character is slain, any excess wounds do not carry over onto the rest of the unit but are simply lost.

Remember that models can only attack enemies in close combat if they are in base contact. Therefore, if enemy models are only in base contact with the character, then they can only attack him. If enemies are only in base contact with models from the character's unit, they must attack the unit.

Empire Engineer

High King Thorgrim Grudgebearer, with a retinue of Dwarf Ironbreakers.

MAKE WAY!

Should a combined unit be fighting in close combat, it is only right and proper that a mighty hero will push his way through to the fighting. At the start of the combat (before Impact Hits are resolved), if a character's unit is in combat, but the character is not in base contact with the enemy, the controlling player can swap his position with another model that is in base contact. You can exchange him with rank-and-file model(s), including the command group, that are in base contact with the enemy. If there are one or more stranded characters on both sides, the players roll off and the winner decides which character makes his Make Way! first. Players then alternate choosing characters to do their Make Way! moves. Only characters whose footprint is compatible with the unit's rank and file can do this.

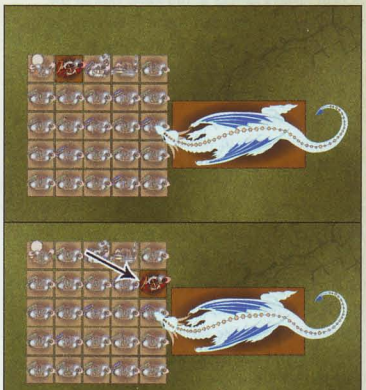
For example, the Goblin Big Boss is not in base contact with the enemy at the start of the combat, and so is allowed to perform a Make Way! move to get into contact.

I Think I'll Sit This One Out, Chaps.

A character is under no obligation to muscle his way forward into the fight, so don't feel you have to put him in harm's way if you don't want to. Wizards are almost always better off staying out of a close quarters scrum if they can manage it, and even tooled-up combat specialists might want to opt for discretion if they've already lost a lot of Wounds. Just remember that if the unit breaks from combat, any characters in it will suffer the same fate, and a character's striking power might prevent the unit from breaking in the first place...

Making Way to Another Rank

Characters can use a Make Way! move in order to move to another rank – most commonly if their unit is charged in the flank or the rear. Once the unit is no longer in close combat, such characters automatically return to the front rank of their unit at the start of their following Movement phase.



For example, these Dwarfs have been charged in the flank by a Dragon. The Dragon is not in contact with the Dwarf unit's front rank, so the Dwarf Thane is permitted to move to another rank in order to fight it.

LEADERSHIP TESTS

As we already mentioned way back on page 10, Leadership tests are always taken using the highest value present in the unit. In the case of a combined unit, this will normally be the character, but might occasionally prove to be the rank and file of the unit themselves, particularly in the case of elite warriors.

SPECIAL RULES

Unless otherwise noted in the text of the rule itself, a special rule applying only to a character does not apply to the unit, and vice versa. Most special rules are there to represent specific skills or powers – you couldn't learn to shoot a longbow by standing next to someone who could, so why would you become able to perform a Killing Blow, deploy as a Scout, and so on?

On the other hand, many spells and magic items bestow special rules and other effects on units. In this case, everyone (including the character) in the combined unit will be affected.

LEAVING A UNIT

Whilst a character might well stay with a unit for the entire course of a battle, there often comes a time when he departs for pastures new. This might be because you need your character to take charge of another section of the battlefront, or because the character's current unit has been so mercilessly butchered by the enemy that he's no longer safe within it. Whatever the reason, we're going to need rules to allow a character to leave a unit.

A character can charge out of a unit, by declaring a charge in the relevant phase – in which case, he will move and his unit will stay still – it is not permitted to declare a charge of its own, though it can move during the Remaining Moves phase.

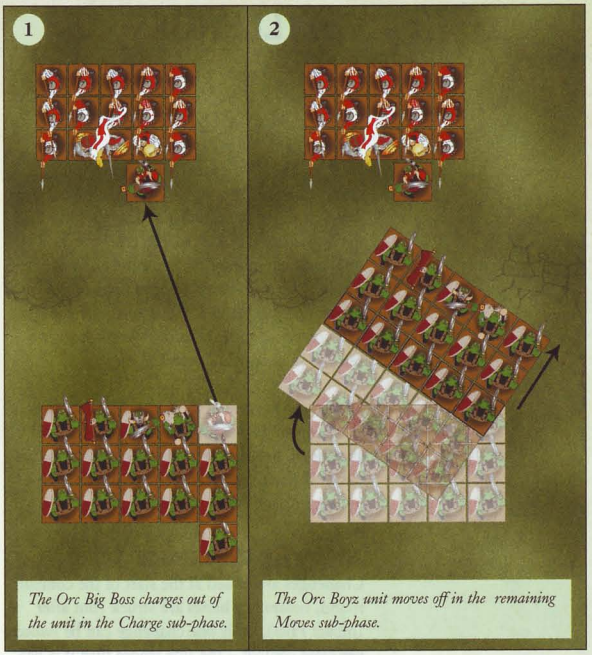
If a Stand and Shoot reaction is declared against a character charging out of a unit, the shots are fired at the character as if he was a separate target – he does not gain the same protection as being inside a unit, but he does get a 4+ "Look Out, Sir!" if the unit he is leaving is the same troop type as he is.

Alternatively, a character can leave his unit during the Remaining Moves sub-phase by moving away from the unit before that unit makes its own move. If the unit cannot move in this phase for any reason, the character may not leave the unit.

For example, a character cannot leave if:

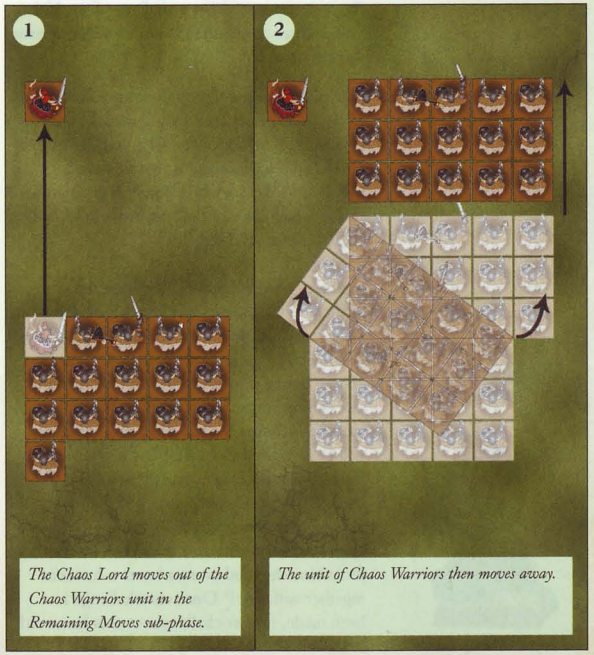
- His unit is fleeing.
- The character himself or his unit is not permitted to move by a spell or other effect.
- If the unit is in combat.
- If the unit has made a failed charge.
- And so on...

When leaving a unit, the character reverts to his normal rules for movement. The distance of his move is worked out from his actual position in the unit before the unit moves. He can even join another unit as part of the same move if his controlling player wishes, and the character has enough movement, although the unit he joins cannot move if it hasn't done so already.



The Orc Big Boss charges out of the unit in the Charge sub-phase.

The Orc Boyz unit moves off in the remaining Moves sub-phase.



The Chaos Lord moves out of the Chaos Warriors unit in the Remaining Moves sub-phase.

The unit of Chaos Warriors then moves away.

CHALLENGES

No matter his race or allegiance, the quickest and easiest route for a warrior to earn glory and a dread reputation is by killing enemy heroes in close combat. I don't mean through a chance blow in the brutal crush of melee – after all, even the most cowardly peasant can poke a spear through an enemy warlord's back, should he get the opportunity. No, what I'm referring to is a duel between mighty warriors, the clash of sword upon and sword and axe upon shield as two doughty fighters strive against one another in a contest of battle-skill. In Warhammer, we refer to such battles as challenges.

Challenges are one of the most dramatic parts of Warhammer, representing as they do the final showdown between opposing warlords or hated rivals. It's not unusual for the result of a battle to hinge on who wins a challenge!

ISSUING A CHALLENGE

Challenges are issued at the start of the combat round, before any blows are struck (but after Impact Hits). Only one challenge can be issued per close combat – the side whose turn it is has the opportunity to issue a challenge first. If that side chooses not to, then the other side can issue a challenge.

The player issuing the challenge nominates one of his character or champion models to issue the challenge. If he does not have a suitable model in the fight, a challenge cannot be issued. Similarly, if there are no characters or champions in the enemy units, a challenge cannot be issued – there's no one to fight!

Quite how individual warriors issue their challenges varies from race to race. An Elf or Man might salute his opponent, whilst an Orc bellows insults at his foe. To issue a challenge, choose one of your characters or champions in one of your units in the combat – this is the model that issues the challenge. Proceedings will be enhanced considerably if you actually frame a suitable challenge, perhaps along the lines of "Who's a-comin' out tae fight me, ya scurvy, no-good, cowardly rat-infested spawns o' unmentionable descent. I can smell ya fouled britches and hear ya knees a-knockin' together with fear!" Once one challenge has been made, further challenges cannot be issued in that combat.

Empire Warrior Priest

ACCEPTING A CHALLENGE

If your opponent has issued a challenge, you can now accept it with one of your characters or champions whose unit is in base contact with the unit containing the issuer of the challenge. Note that a character does not have to be in base contact with an enemy to accept or issue a challenge, just part of a unit that is. The two models will now fight, as described in Fighting a Challenge, below.

REFUSING A CHALLENGE (BOO! HISS!)

If no enemy character steps forward to meet the challenge, one of them must retire in ignominy. This character is nominated by the challenger – though he may not nominate a character that could not have accepted the challenge, or a unit champion – champions can accept challenges, they do not have to. The retiring character slinks off to the back ranks and is not allowed to attack that round – move the model into a rank where he's not in base contact with the enemy. Another model will step up and fight in his place, just as if he'd been slain. Furthermore, the model's Leadership cannot be used for any Leadership tests that take place that turn.

Once a challenge has been refused, the issuer can fight normally in that round of combat.

Nowhere to Run, Nowhere to Hide

A character cannot refuse a challenge if his model cannot be placed so that he is not in base contact with an enemy model – he can't evade his opponent and so must fight for his life. This most commonly happens if a lone character is the subject of a challenge, or if his unit is small and engaged on all fronts, so that every model in the unit is in base contact with an enemy.

FIGHTING A CHALLENGE

If a character accepts the challenge, move him into base contact with the challenger – after all, what good is the narrative of a challenge without the visual reality? If, for whatever reason, this is not possible, assume that the two models are in base contact (this might require a little gumption to work out, so it's best to move the model if you can). These two characters must direct all of their attacks against each other – they cannot be attacked by any other model for that round of close combat.

Overkill

If one model slays the other, then any excess wounds they inflicted above and beyond those needed to slay the opponent, up to a maximum of +5, are counted towards their side's total number of wounds for close combat resolution. More on this bonus can be found on page 53.

Note that this is an exception to the rule stating that a model can only suffer as many wounds as it has on its profile. This time you need to add up all of the wounds inflicted on the victim, even those from a weapon causing multiple wounds, or by repeated Killing Blows (each successful Killing Blow scores the same amount of wounds the slain character has on its profile), etc. This is great fun, albeit a little one-sided.

For example, a Chaos Lord fights a champion in a challenge. He slays the champion before he has a chance to attack and causes seven wounds! The combat result score is 1 (the original wound of the champion) plus 5 (the maximum overkill bonus) for a total of 6 combat result points. The last of the seven wounds is wasted.

Round Two?

If both competitors survive a challenge, and the combat continues, then they will continue to fight in the next round of close combat. Further challenges cannot be issued in that combat until the existing challenge has been resolved.

Challenges and Mounts

If a competitor in a challenge is riding a mount, then that mount (including the crew of a chariot, if the character is riding one) must direct its attacks against either the other competitor or that competitor's mount (if he is riding one). If the opponent is slain before all of a model's attacks are made (because a competitor and his mount strike at different Initiative steps, for example) then any excess Attacks are lost and cannot be directed against other models.

Excess wounds caused against mounts count for the purposes of overkill. If a character is slain but his mount is not, the mount will (after taking its Monster Reaction tests) continue fighting in the challenge until it or the foe is slain (or flees).

The Emperor Karl Franz and his Griffon Deathclaw battle against a mighty Chaos Champion of Khorne.

CHARACTER MOUNTS

Many characters ride into battle on a mount of some kind. Character mounts can range from the fairly common and straightforward, such as warhorses, giant wolves or a chariot of some kind, through to the rare and wonderful, such as colossal Dragons, clockwork steeds or bizarre Daemons. Many mounted character models are available, while occasionally Warhammer Armies books will include further options that you might wish to 'model up' yourself.

As a general rule, character mounts are broken down into four types:

- *Cavalry*
- *Monstrous Cavalry*
- *Chariot*
- *Monster*

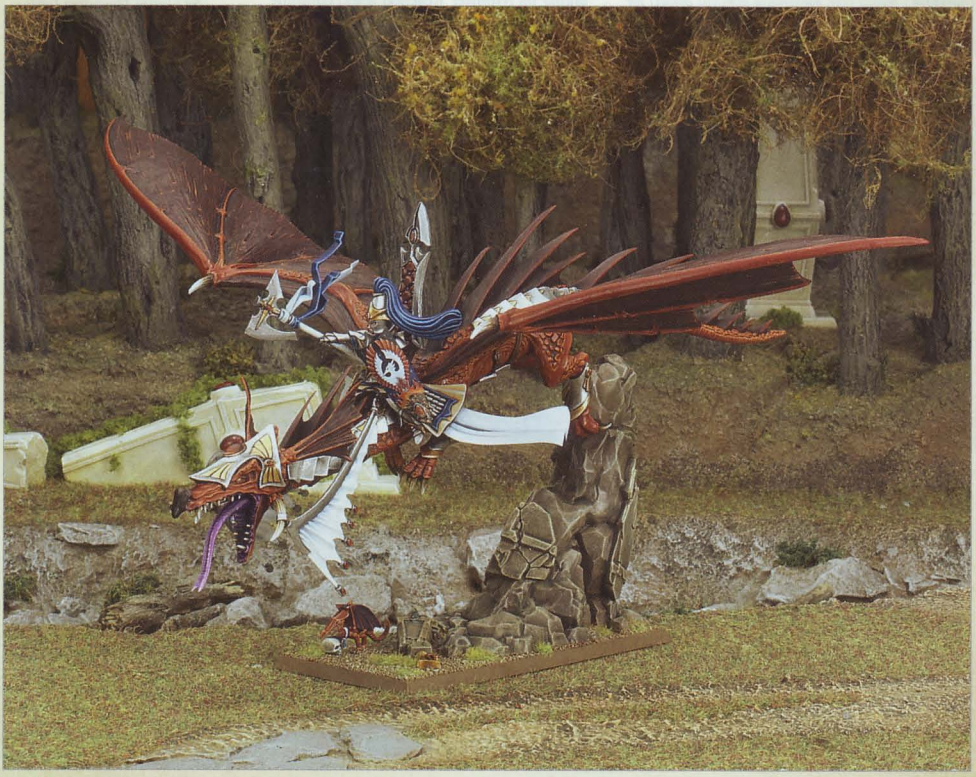
A character and his mount are treated as a single character model for all rules purposes, except as noted below.

CAVALRY

A cavalry mount is the most straightforward thing a character can ride – this category includes things like horses (and their mechanical or undead equivalents), giant wolves, boars and other horse-sized or shaped steeds. As with the definition for the cavalry troop type, a cavalry mount's key definition lies in the fact that it has only a single Wound. Therefore, if a character is riding a mount with a single Wound, he is riding a cavalry mount.

If a character has a cavalry mount, the whole model is treated as having the troop type 'cavalry' and follows all the rules for both characters and cavalry models.

A High Elf Prince, riding a mighty Sun Dragon.



MONSTROUS CAVALRY MOUNT

Very rarely, a character will have the option to ride a monstrous beast. In this case, the whole model is treated as having the troop type 'monstrous cavalry' and follows all the rules for both characters and monstrous cavalry models.

It's worth noting (as the wording is rather similar) that the rules for Ridden Monsters do not apply to monstrous cavalry mounts – they are two distinct troop types.

CHARIOT MOUNT

If a character has taken a chariot as a mount, the whole model is treated as having the troop type 'chariot' and follows all the rules for both characters and chariot models. Characters riding on chariots cannot join other units.

A chariot mount otherwise follows all the rules for ridden monsters (see below), save for the fact that a chariot does not need to take a Monster Reaction test if the character is slain.

RIDDEN MONSTERS

Monsters are often employed as mounts for characters – an Orc Warboss could be riding a Wyvern perhaps, or an Elven Prince a mighty Dragon. If a character model is riding a monster, it does not use the rules for cavalry or monstrous cavalry, but rather those given here.

If a character has a ridden monster, the whole model is treated as having the troop type monster and thus follows all the rules for both characters and monster models. A character on a ridden monster cannot join other units.

Whilst a cavalry model is treated as a single model for the purposes of hitting and wounding, a character and his ridden monster can be attacked separately. As the battle goes on, the character may find himself unhorsed (well, un-Griffoned, or un-Dragoned anyway) or the monster might have its rider slain from off its back.

RIDDEN MONSTERS AND SPECIAL RULES

We assume that special rules that apply to a ridden monster do not normally also apply to character riding it and vice versa (with the same exceptions that apply to cavalry models, which are listed on page 82). Likewise, ridden monsters are still monsters, and benefit from the rules for monsters as well.

RIDDEN MONSTERS AND ARMOUR SAVES

Just as with regular cavalry, a ridden monster affords its rider an element of additional protection. A character on a ridden monster counts his armour save as being 1 point better than normal (see cavalry on page 82).

SHOOTING AT RIDDEN MONSTERS

As a single model, the monster and its rider are considered to be a single target. It is not possible to shoot specifically at either the rider or the mount unless the shooting model has the Sniper special rule (see page 75).

Once you have established how many hits have been scored, you must apportion them between the rider and the monster. For each hit scored roll a D6: on a roll of 1-4 the monster has been hit. On a 5-6 the rider has been hit. If a monster has two or more riders (a very unusual combination) then on a result of 5 or 6, randomise any hits among the riders.

Roll to wound the monster and rider as normal, remembering to roll the dice separately so you can tell the two sets of hits apart. Once you know how many wounds have been inflicted on the monster and the rider, they can each take any saves to which they are entitled.

Templates

If you use a weapon or spell that uses a template against a monster mount, both the riders and the mount are automatically hit if the monster's base is touched by the template (note that this includes bouncing cannonballs!). In the case of a stone thrower, which inflicts hits at two different Strengths, only one model will be hit at the higher Strength (assuming that model's base is under the centre of the template). Randomise, as for a shooting attack, to see whether one of the riders or the mount is unlucky enough to take the high-Strength hit. All other models are hit at the lower Strength value.

Riding High

Putting a character on a mount comes with all kinds of advantages: he gets a better armour save, increased movement and might even pick up some juicy special rules from his steed (to say nothing of the particularly impressive attacks some ridden monsters can make). All these elements taken in combination can turn even a mediocre fighter into something your opponent will hate and fear, but heed a word of warning. The bigger your character's mount, the easier it will be for your foe to single him out with missile fire and spells. Cannons, in particular, are rather tasty in this regard – a single well-aimed shot can sweep away mount and rider in a heartbeat, so take care to keep your character as safe as possible from such contraptions.

Casualty!

The character and his ridden monster will inevitably die at different stages of the battle, leaving you with the problem of how to represent the survivor now that his comrade has suffered a messy death.

Sometimes your character model will not be glued onto his mount, so if he's slain first you can just remove him. However, as most of us glue our characters in place, this is not always possible. In these circumstances, I normally just make a note that the character has been slain, leave the monster in place and leave it at that.

Should the reverse happen (i.e. the character outlives his mount) the character will revert to the rules for his troop type, normally infantry, and as he's not going to drag the slain corpse of the monster around the battlefield, you'll want a model on an infantry base to represent him. Some players specifically paint a model to represent an unseated character in this manner. Others (of which I am one) refuse to embrace the idea that their monster is mortal, and therefore don't have an alternate version of the character. We end up using a representative (or 'proxy') model on the correct size base that is distinct enough to be recognised as the character in question). Either method is perfectly acceptable.

MONSTER MOUNTS IN COMBAT

In close combat, the monster attacks using its own characteristics, and the rider attacks separately using his characteristics. As the monster and rider are likely to have different Initiative values, they might strike their blows at different times. These attacks are worked out entirely normally, one batch for the rider and one batch for the monster, against any enemies in base contact with the model.

When it comes to attacking back, enemies in base contact with the monster have two potential targets: the rider and the monster. The enemy can choose to direct his attacks against either the rider or the monster, and can distribute attacks between them in any way he likes. The opposing player must state how many attacks are against the monster and how many are against the rider before he rolls any dice, otherwise all attacks are assumed to be against the monster.

Attacks are worked out exactly as normal, and the score required to hit will depend upon the relative values of the monster or the rider's Weapon Skill and the attacker's Weapon Skill.

EXCESS WOUNDS

If a character is slain and suffers more wounds than he has on his characteristic profile, excess wounds are discounted. They are not carried through onto the monster, nor onto a second rider if one is present, although they do count towards overkill in a challenge (see page 102 for details on challenges).

Similarly, any excess wounds inflicted on the monster are discounted; they are not carried over onto the rider, although they do count towards overkill in a challenge.

SLAIN RIDERS OR MOUNTS

Wounds must be recorded separately for the rider and his mount. If the mount is slain, the rider continues to fight on foot.

If the rider is slain, the monster must immediately take a Monster Reaction test: take a Leadership test on the monster's own Ld. If the test is passed, the monster fights on as normal. If the test is failed, roll a D6 and consult the Monster Reaction table.

If a Stand and Shoot reaction kills the mount during a charge, the model is replaced by a foot version of the rider and attempts to complete the charge normally (i.e. using his own Movement value and special rules rather than the mount's). If it kills the rider, take the test for the monster and then finish the charge if possible.

MONSTER REACTION TABLE

D6	Result
1-2	**UH?** Free of the will controlling it, the monster now has to think for itself and might find its presence on the battlefield extremely confusing. The monster fights on as normal, but is subject to Stupidity for the remainder of the game.
3-4	**GRRRRR.** The monster stops moving immediately, remaining where it is to guard the fallen body of its master. From this point onwards, the monster is Unbreakable. The monster will not move for the rest of the battle, except that it will always turn to face towards the closest enemy in its Movement phase and use any breath or other ranged weapon against the closest enemies within range if possible. If the monster is engaged in close combat it will fight, but it will not pursue fleeing enemies.
5-6	**RAAARGH!** The monster is maddened by grief and rage at the death of its master, or simply reverts to its feral instincts. The monster fights on as normal, but is subject to Frenzy and Hatred of all enemies for the rest of the game (it can never lose its Frenzy, even if defeated in combat) and will always charge the closest eligible enemy target.

THE GENERAL

Every army is led by a General, a heroic character to whom command of the various warriors, war machines and wizards has been entrusted (or who has seized control over the army by brute force or nefarious means). The General model is a miniature representation of you as the controlling player – he is your physical avatar upon the battlefield and the heart of your army.

SELECTING THE GENERAL

The General is the character in your army with the highest Leadership. If more than one character share the highest Leadership value, you must choose which one is the General and tell your opponent before deploying your army.

INSPIRING PRESENCE

Warriors fight all the better under the stern gaze of their General, taking heart from his noble presence (or perhaps fearing his anger more than the blades of the enemy). Providing that the General is not fleeing, all friendly units within 12" use his Leadership instead of their own (so rally your General first!). Remember that a General with the Large Target rule (or who is riding a Large Target) has his Inspiring Presence range increased to 18".

Black Orc Warboss

THE BATTLE STANDARD BEARER

Armies often include a Battle Standard Bearer – a trusted warrior who holds aloft the General's personal heraldry. A Battle Standard Bearer is a rallying point for the army, from which friendly soldiers can take heart and draw strength.

The Battle Standard Bearer Model

A Battle Standard Bearer is a heroic model carrying a particularly impressive banner, and it will be presented as an option in your Warhammer Armies book. The battle standard is carried by a character model and, unless specified otherwise, the model that carries the battle standard cannot be the General.

Unlike normal standards, the battle standard is lost if the bearer is slain – other models cannot pick it up, even if they are in the same unit. As with other standard bearers, the battle standard bearer is automatically killed if he flees from combat – he dies on his feet, defending the precious standard to his last breath.

Combat Result Bonus

Like a normal standard, a battle standard adds +1 combat resolution in a close combat if it is in a friendly unit. Unlike a normal standard, a battle standard adds this +1 even if another standard is present. If, by some unusual circumstance, there are two battle standards on the same side in the combat, you can only count the bonus for one (this might happen with allied armies, see page 136).

Hold Your Ground!

To represent the battle standard's steadying presence, friendly models within 12" of the Battle Standard Bearer re-roll failed Leadership tests of any kind, including Panic tests, Break tests, Fear tests, Rally tests and so on. This ability cannot be used if the Battle Standard Bearer is himself fleeing – no one takes heart from the sight of a coward. With this in mind, it's always best to attempt to rally your Battle Standard Bearer before you take other Rally tests, if you can.

WAR MACHINES

War machines are mechanical constructions that hurl massive projectiles at the foe. Bolt throwers, cannons and stone throwers are all war machines, and there are many other bizarre contraptions to be found in the Warhammer world.

War machines are very powerful and can vary greatly in form and function. For simplicity and sanity, we therefore divide a war machine's rules into two parts. The first part of rules pertains to the rules for the war machine troop type – essentially its chassis and crew – which apply to all war machines. The second part consists of the rules for how each specific type war machine fires (and how it slaughters your foe).

As with all units, it's worth checking the Bestiary (in the Reference section) so you can be sure which troops are classed as war machines.

Example war machine profile:

	M	*WS*	*BS*	*S*	*T*	*W*	*I*	*A*	*Ld*
Mortar	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7

Split Profile

War machines have two profiles, one for the war machine itself, and one for the crew.

You always use the Movement, Weapon Skill, Ballistic Skill, Strength, Initiative, Attacks and Leadership of the crew. The Toughness of the war machine is used against ranged attacks and the majority Toughness of the crew is used against close combat attacks. The crew's armour save (if any) is used against both ranged and close combat attacks. A war machine's Wounds are always considered to be equal to the number of remaining crew models (which is stated in the war machine's entry) – the Wounds value on its profile is included only out of completeness.

Characteristic Tests

War machines automatically fail all characteristic tests, save for Toughness and Leadership tests.

THE CREW

A war machine unit comprises the machine itself, plus its crew. As the crew aren't really a combat unit, per se, we ignore them for most gaming purposes, treating the war machine itself as the extent of the unit. When the war machine suffers a wound, remove a crew model. Once all the crew have been removed, the war machine itself is removed from play. Similarly, if the war machine is removed as a casualty, all remaining crew are also removed. The crew are used only to indicate the remaining number of Wounds and the number of attacks the war machine can make in close combat, so players should simply arrange their crew in a pleasingly aesthetic fashion within 1" of the war machine.

The crew cannot be charged, attacked or otherwise affected separately from their war machine – if they are found to be blocking movement or line of sight, the controlling player simply alters their position, just as you would for any other battlefield marker or counter.

Dwarf Cannon and crew

Empire Mortar and crew

THE WAR MACHINE

War machine models do not normally have bases, and so the usual convention of measuring to the model's base cannot be used. When measuring to and from the war machine, measure to or from the body of the machine, by which we mean the closest part of the chassis, wheels or the weapon itself (ignore any spikes, piles of cannonballs, sprockets, banners and so on).

There is one notable exception. When firing a war machine's weapon, ranges are measured from the muzzle of the gun (in the case of a cannon, volley gun or similar) or the crossbar (in the case of a stone thrower or similar catapult). If your war machine is particularly unusual and does not have any of these features, you should choose a suitable point from which you will measure all your shooting attacks, so long as you are consistent.

MOVEMENT

We assume that a war machine's crew are able to wheel or drag it short distances at a time. The war machine can move using the rules for lone models (see page 27). Use the crew's Movement characteristic to determine how far the war machine can move. Remember that all distances are measured from the war machine model itself – move the war machine and then place the crew within 1" of it.

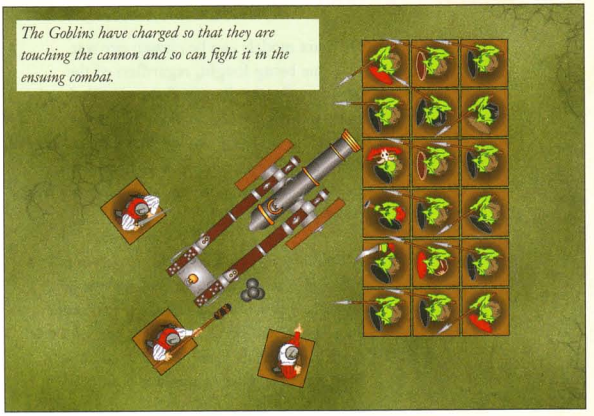
War machines can never charge or march: they're too ponderous for the latter, and the crew too keen for their own survival to attempt the former – and who wouldn't be if armed only with a sponge on a stick?

If charged, a war machine can only choose to hold – even in mortal danger the crew are loathe to abandon their pride and joy. If forced to flee (because of a failed Break test, for example) the war machine is destroyed. In such cases we assume that the crew sabotage their war machine to prevent the enemy making use of it, before fleeing the battle with no intention of returning.

War machines treat all terrain other than open ground and hills as impassable. That said, a war machine is permitted to deploy in a building or terrain, but if it does, it cannot move during the game except to pivot on the spot. It should be noted that this rule is intended to allow players to deploy their war machines in sensible and dramatic locations, such as a cannon in a wood or a mortar on top of a tower. It should not be seen as licence to deploy war machines in absurd locations, such as putting a stone thrower inside a roofed building, for example.

CHARGING A WAR MACHINE

As a war machine does not have a base, units charging a war machine do not have to 'close the door' to align – they just have to complete the charge in such a manner that they are touching the war machine's body (as defined in 'The War Machine' above).



The Goblins have charged so that they are touching the cannon and so can fight it in the ensuing combat.

SHOOTING AT WAR MACHINES

When shooting at a war machine, resolve the attack as normal, using the Toughness value of the war machine – the crew are doubtless cowering behind their war machine, using its iron and timber hide to preserve their altogether more fragile ones. The crew's armour save is still used to attempt to prevent any wounds inflicted, as it is they that the attack is attempting to slay.

SHOOTING WITH WAR MACHINES

Unless specified otherwise, all war machines weapons have the Move or Fire and Slow to Fire special rules. Each type of war machine weapon is fired differently, as described in its own set of rules. Line of sight is always taken from the chosen firing point (i.e. its muzzle or crossbar, in the same way as for its range) – before you fire the war machine, pivot it to face your chosen target (this doesn't count as moving). For war machine weapons that require Ballistic Skill, use the highest Ballistic Skill amongst the crew to resolve the shot.

WAR MACHINES IN CLOSE COMBAT

War machine crews are not especially known for their valour, and will normally defend their machine from behind, beneath (or within) its frame. This is a valid defensive tactic, as there is a limit as to how many enemy warriors can physically crowd around a war machine.

At the start of the Close Combat phase, before any blows are struck, the player whose unit(s) are attacking the war machine must choose six models who will fight in the combat (the assault party, if you will) – the rest cannot get close enough to land blows.

Only six models can be chosen per war machine being fought, regardless of the number of units that are fighting. Obviously, some models are bigger than others, so monstrous infantry/cavalry/beasts each count as three models when selected to fight a war machine, while a monster (including any rider) counts as five models.

All models chosen for the fight are considered to be in base contact with the war machine. Models that are in base contact with other enemies cannot be chosen to be part of a war machine's assault party – they're too busy fighting their more immediate foes.

The combat is otherwise resolved normally. In particular, casualties are taken from the 'back' of the unit as normal – models step up and join the fight in place of fallen comrades, assuming there are enough survivors to do so. When it comes time to fight, the war machine makes a number of attacks equal to the number of surviving crew models, using their Weapon Skill, Strength and Initiative. Enemy models strike at the war machine normally, resolving their attacks against the crew's Weapon Skill and Toughness. The crew can then take any saves to which they are entitled.

A war machine does not have any flanks or a rear for the purposes of combat results. If a war machine manages to win its combat, it is not allowed to pursue and restrains pursuit automatically. The crew always hold their ground and continue the business of operating the machine. If the war machine loses the combat and fails its Break test it is destroyed.

WAR MACHINES AND PANIC

If a war machine fails a Panic test (due to friends being destroyed within 6" and so on) it does not flee. The crew dive for cover underneath their machine and cannot shoot in their next Shooting phase – this does not prevent the crew clearing jams or other misfire results.

BOLT THROWERS

Bolt throwers are huge crossbows that shoot a spear-sized missile. A crew of two or more is required to wind back the powerful torsion arms and position the huge bolt ready for firing.

Name	*Range*	*Strength*	*Special Rules*
Bolt Thrower	48"	6	Multiple Wounds (D3) Ignores armour saves*

*Armour saves are not permitted against wounds caused by bolt throwers.

FIRING A BOLT THROWER

To fire a bolt thrower, select a target according to the normal rules for shooting.

With the target chosen, roll to hit using the crew's Ballistic Skill, just as you would for a normal missile weapon. All the normal To Hit penalties apply to a shot from a bolt thrower – it is essentially just a massive crossbow, after all.

If the shot misses, the bolt hits the ground or sails into the air, only to land harmlessly some distance away from the target. If the shot hits, damage can then be resolved using the rules given below.

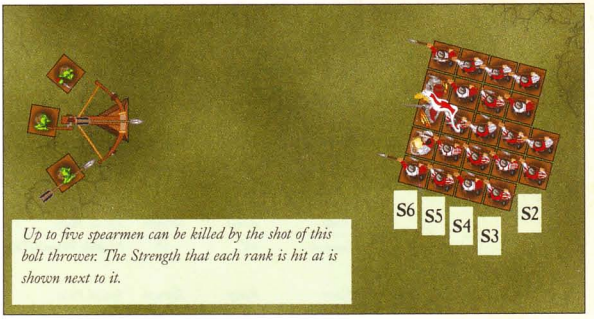
Resolving Bolt Thrower Hits

It the target is a unit of five or more ranked-up models, the bolt will always strike a regular trooper (as opposed to a champion or character in the unit) in the unit's first rank if the bolt thrower is in the unit's front arc, or the last rank if the bolt thrower is in the unit's rear arc. If the bolt thrower is in the target unit's flank, the target's files count as ranks for the purposes of resolving the shot.

The sheer mass of a bolt thrower shot means that it can hurtle through several ranks of troops, piercing each warrior in turn. If the shot hits, resolve damage against the target using the bolt thrower's full Strength of 6. If this model is slain, the bolt then hits one of the warriors in the rank behind, although it will have been robbed of a little force – this next warrior is hit with -1 Strength (normally Strength 5). If the second trooper is slain, a model in the next rank is hit at -2 Strength (normally Strength 4) and so on, until either the unit runs out of ranks or the bolt fails to slay a target (remember that all hits, at any Strength, inflict multiple wounds).

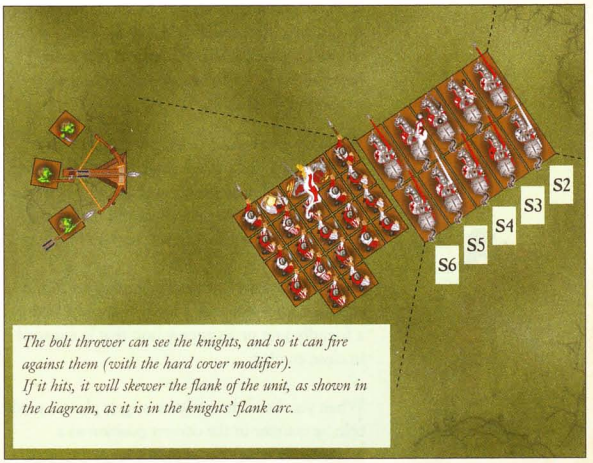
Bolt Throwers and Characters

If the rank hit by the bolt is made entirely of characters and champions, or if the total number of rank and file models in the unit is less than five, it will be necessary to randomise which model in the rank is hit.



Up to five spearmen can be killed by the shot of this bolt thrower. The Strength that each rank is hit at is shown next to it.

As the bolt thrower is in their flank arc, up to five knights can be killed by its shot.



The bolt thrower can see the knights, and so it can fire against them (with the hard cover modifier). If it hits, it will skewer the flank of the unit, as shown in the diagram, as it is in the knights' flank arc.

CANNONS

Cannons are devastating, if sometimes unpredictable, weapons whose manufacture is limited to few races. When they work, cannons can shatter the most determined enemy, slamming roundshot after roundshot into massed formations. However, cannons can go wrong. The black powder charge can fail to ignite, or explode prematurely. Worse, weaknesses in casting methods can leave minute cracks or other deficiencies, which lead to the cannon exploding when fired.

There are two different kinds of cannon profile, representing the differing size and power of various cannons.

Name	*Range*	*Strength*	*Special Rules*
Cannon	48"	10	Multiple Wounds (D6)

Name	*Range*	*Strength*	*Special Rules*
Great Cannon	60"	10	Multiple Wounds (D6)

FIRING A CANNON

Cannons do not use their crew's Ballistic Skill and instead rely on their crew's expertise in judging distance, elevation and the correct amount of black powder to propel the shot the desired distance.

CHOOSE TARGET

Nominate a point within the war machine's line of sight and that is not outside the cannon's maximum range. Your target does not have to be an enemy model; it can be a point on the ground if you wish. Remember that war machines are allowed to pivot in the Movement phase, the better to bring your chosen target into the weapon's line of sight.

When choosing your target point, it's best to bear in mind that, unless something goes wrong, the cannonball will always overshoot by between 2" and 10", so you'd be well served to aim a few inches short of the enemy you wish to hit.

Note that you are not allowed to make a cannon shot in such a way that it has a chance of hitting a friendly unit or an enemy unit that is engaged in close combat.

When you have chosen your target, place a small coin or counter in the correct position as a reminder of where the shot is intended to land.

Empire Crewman

FIRE!

Using your tape measure, extend a 'shot' line from the cannon's barrel all the way to your target point. Roll the artillery dice and extend the line away from the cannon the number of inches shown – this is where your cannonball strikes the ground (see diagram below).

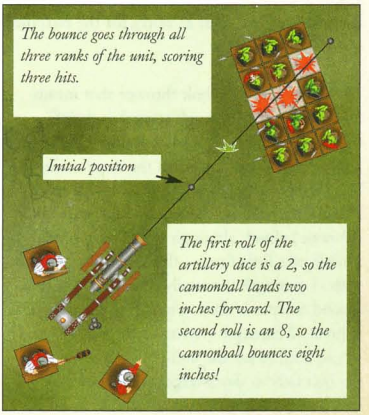
If you roll a misfire, something goes wrong when the cannon fires. You'll now need to roll on the Black Powder War Machine Misfire chart to discover the seriousness of the situation. Regardless of the result rolled, the cannon does not shoot this turn.

BOUNCE

Assuming that the cannon did not misfire, then hopefully the cannonball will bounce straight forward and crush any targets in its path.

To determine how far the cannonball bounces, roll the artillery dice again. If the result is a misfire then the cannonball does not bounce – it thuds into the ground and comes to rest. Any model under the spot where the cannonball comes to rest is hit, see below for details of how to resolve the hit, but he is the only victim!

Assuming you don't roll a misfire, then the cannonball bounces the distance rolled straight forward – extend your tape measure a distance equal to the roll of the dice. If the cannonball bounces into impassable terrain that would, in reality, stand in the way of the shot, such as a sheer cliff, it stops immediately.



WHO'S BEEN HIT?

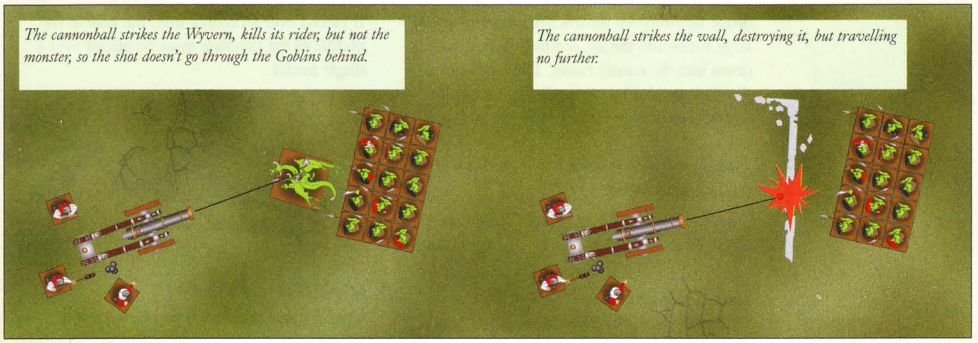
The bounce of the cannonball is treated exactly like a special kind of template, which we assume to be about the width of the cannonball itself.

On most occasions, any model whose base is between the point where the cannonball first strikes the ground and where it eventually comes to land is hit automatically! However:

- A maximum of one model per rank struck can be hit. If the cannon is in the target's flank, the target's files count as ranks.
- If the cannonball bounces into a monstrous infantry/beast/cavalry or monster, that model suffers a hit. However, if the monster or monstrous infantry/beast/cavalry model is not slain, the sheer bulk of the creature robs the cannonball of all momentum and the shot travels no further.
- If the cannonball bounces into an obstacle (see page 122) then that obstacle is destroyed, but the cannonball travels no further.

BLACK POWDER WAR MACHINE MISFIRE CHART

D6	Result
1-2	**Destroyed!** The gun explodes with a thunderous noise. Shards of metal and wood fly in all directions, leaving a hole in the ground and a cloud of black acrid smoke. The war machine is destroyed.
3-4	**Malfunction.** The charge fails to ignite and the barrel must be emptied before the war machine can fire again. The war machine therefore cannot fire this turn or in the controlling player's next turn. Either turn the war machine model round or place a marker of some kind to indicate this.
5-6	**May not Shoot.** A minor error has occurred, perhaps the fuse was not properly set or the crewmen mishandled the loading procedure. The war machine is unharmed and can shoot as normal again in the controlling player's next turn.



The cannonball strikes the Wyvern, kills its rider, but not the monster, so the shot doesn't go through the Goblins behind.

The cannonball strikes the wall, destroying it, but travelling no further.

GRAPESHOT

Instead of firing normal shot, cannon crew can opt to fire grapeshot. They do this by loading the gun with rusty nails, handgun bullets and other small projectiles – effectively creating a huge blunderbuss.

Name	*Range*	*Strength*	*Special Rules*
Grapeshot	12"	5	Armour Piercing

FIRING GRAPESHOT

To fire grapeshot, select a target according to the normal rules for shooting.

With the target chosen, roll an artillery dice to find out how many shots are fired. If the artillery dice result is a misfire, roll a D6 on the Black Powder War Machine Misfire chart to find out what has gone wrong.

Assuming that a misfire did not occur, roll to hit the target with a number of shots equal to the number rolled on the artillery dice, resolving any successful hits using the grapeshot profile.

FIRE THROWERS

Though its designs are many and varied, a fire thrower always consists of an airtight copper-lined barrel and a fluid chamber filled with a sticky alchemical sludge – normally a mixture of sulphurous compounds, black powder and combustible oils.

When triggered, the fire thrower sets loose a burst of these noxious chemicals, which immediately set light upon contact with the air, incinerating anyone unfortunate enough to be caught in the blast.

Unless otherwise specified, a fire thrower has the following profile:

Name	*Range*	*Strength*	*Special Rules*
Fire Thrower	n/a	5	Flaming Attacks

FIRING A FIRE THROWER

Place the teardrop-shaped template with its narrow end touching the fire thrower barrel and the large end aimed at any target in line of sight. Roll the artillery dice and move the template directly forward the number of inches indicated – this is where the burst of flame lands. The template can overshoot a target, representing the crew firing in too high an arc.

All models underneath the template are hit automatically. Wounds caused by a fire thrower have the Flaming Attacks special rule. A unit suffering any casualties must take a Panic test.

A misfire means the weapon does not fire – roll on the Black Powder War Machine Misfire chart (see page 113) to find out what went wrong.

STONE THROWERS

Stone throwers are destructive weapons that lob large rocks into the air, sending them crashing down into the enemy ranks. The largest stone throwers can hurl a projectile big enough to flatten monsters or knock down city walls.

Unless otherwise specified, a stone thrower has the following profile:

Name	*Range*	*Strength*	*Special Rules*
Stone Thrower	12-60"	3(9)	Multiple Wounds (D6)

You'll notice that a stone thrower has two Strength values, one of which is in brackets – don't worry about this for now.

FIRING A STONE THROWER

To fire a stone thrower, take the small round (3") template and place it anywhere completely within the war machine's line of sight, outside of the stone thrower's minimum range and within its maximum range.

The template cannot be placed over friendly models, or enemy models from a unit that is engaged in combat, as the crew refuse to deliberately target their allies (although the shot might well go wide and hit friends by mistake as we'll discover later).

If placed over an enemy unit, the hole in the middle of the template must be placed over a single model.

SCATTER

Once the template has been placed, roll for scatter using a scatter dice and an artillery dice. If a misfire is rolled on the artillery dice, something has gone wrong – roll on the Stone Thrower Misfire table to discover just what that is. Regardless of the result rolled, the stone thrower does not shoot this turn.

Assuming that you didn't roll a misfire on the artillery dice, it's now time to find out whether or not your shot was on target.

If a hit is rolled on the scatter dice, the shot has landed on target – any creature foolish or unlucky enough to be nearby is going to regret it very soon. In this case, we ignore the number shown on the artillery dice – the hit is all we need.

Dwarf Grudgethrower Crew.

If an arrow is rolled, the shot has missed its original target and scatters off elsewhere. The full rules for scatter are given on page 9, but in summation: move the template a distance in inches equal to the result of the artillery dice, in the direction shown on the scatter dice.

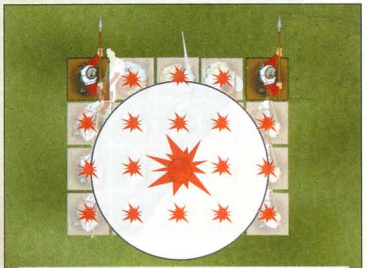
DAMAGE

Regardless of whether or not your shot landed exactly where you intended, it's time to see who's been flattened by it.

The model (if there is one) under the template's central hole is unlucky enough to be hit directly by the stone thrower's massive payload – he takes an automatic hit at the higher of the stone thrower's two Strengths (normally 9). If the template has scattered, there's a good chance the centre hole will lie over two or more models. Nonetheless, only one can be hit by the higher Strength, so select one randomly.

Other models wholly or partially beneath the template avoid being clobbered by the main payload, but instead are showered by bits of loose rock and, after the payload has landed, fast-moving chunks of battlefield (and possibly bits of the warrior who took the full brunt of the shot). Such models are hit automatically at the stone thrower's lower Strength (normally 3).

The stone thrower's Multiple Wounds (D6) special rule applies only to the high-Strength hit caused against the model under the template's central hole – unsaved wounds from the low Strength hit are not multiplied. This makes the stone thrower very good at disposing of enemy monsters and other resilient models as well as dealing horrendous damage to massed ranks of enemy warriors.



Here, 18 models are hit, with the model under the hole suffering a Strength 9 hit, rather than Strength 3.

FIRING INDIRECTLY

As a stone thrower lobs its shots in a high arc, it can be used to attack enemies that are hidden from its view. Such shots are inaccurate at best, as the stone thrower's crew essentially have to guess where their foe lies, working from fragmented and often unreliable information provided by other warriors.

If you wish to fire indirectly, declare that you will do so before taking the stone thrower's shot. An indirect shot does not require line of sight, but is otherwise treated as a normal shot and has the usual requirements (the target needs to be in range and outside the minimum range of the stone thrower).

An indirect shot is not as accurate as one where the crew can see their target. If an arrow is rolled on the scatter dice, resolve the scatter as normal. If however, you roll a Hit! on the scatter dice, the shot does not land on target (as would normally be the case) but merely scatters less – how much less depends greatly on the skill of the crew. You'll notice the Hit! symbol has a small arrow at the top of it – this indicates the direction of scatter for an indirect shot – the distance travelled is equal to the score shown on the artillery dice minus the crew's Ballistic Skill characteristic (to a minimum of zero!).

Other than the aforementioned inaccuracy of the scatter, an indirect shot from a stone thrower is treated exactly according to the rules given for normal shots given above.

STONE THROWER MISFIRE CHART

D6	Result
1	**Destroyed!** The stone thrower cannot take the strain! Bits of wood and metal fly all around, the stone tumbles to the ground, crushing the war machine and throwing debris into the air. The war machine is destroyed.
2-3	**Disabled.** A freak occurrence disrupts the normal smooth operation of the stone thrower, and one of the crew has been caught in the firing mechanism – the stone thrower suffers a wound, with no armour saves allowed. This problem can only be fixed by partially dismantling the war machine and so the stone thrower therefore cannot fire this turn or in the controlling player's next turn. Either turn the war machine around or place a marker of some kind to indicate this.
4-6	**May not Shoot.** A minor error has occurred, perhaps the stone was dropped or part of the machinery jams. The stone thrower is unharmed and can shoot as normal again in the controlling player's next turn.

BATTLEFIELD TERRAIN

A Warhammer battle can take place anywhere, on the edge of a town, amid cursed ruins, in the uttermost depths of a Dwarf hold, on the treacherous and frozen slopes of a mountain pass or even amid the upper minarets of an Elven city. The Fighting a Warhammer Battle chapter explains how to set up your battlefield. Here you will find the rules for the many types of terrain and building you can fight over.

TYPES OF TERRAIN

In the Warhammer world, even something as familiar as a stone wall can offer all manner of possibilities. Granted, the wall might just be a boundary line of some kind – but there's probably more to it than that. It might be the remains of a mighty Bretonnian castle, warded against the Undead. Or it could be that the wall was made from stolen grave markers, and unquiet spirits linger nearby. Perhaps the wall is the remains of some calcified Daemon just waiting for a magical charge to bring it back to life. There are dozens upon dozens of possibilities, and that's just a wall. You'd be hard-pressed to find something more ordinary in the normal run of things – but this is the Warhammer world, and almost nothing here is normal.

Over the next few pages you'll find some examples of terrain rules, covering the mundane through to the arcane. Many of the terrain pieces in the Warhammer range have specific rules that apply to them, and you'll find that whatever you have in your terrain collection there will be suitable rules here, or at least inspiration for devising your own. The rules for placing terrain pieces on your tabletop can be found on page 142.

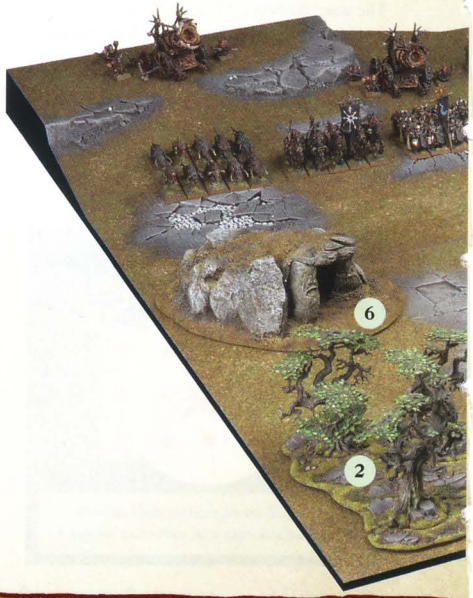
High Elf Champion

OPEN GROUND

Open terrain is the most prevalent type of battlefield terrain and thus the 'default' setting – any terrain not specifically classed as something else is to be treated as open ground. All the rules as presented thus far assume that your game is being played on open terrain – grassy fields, sandy flats, sun-parched earth, and so on. It therefore doesn't affect the game, and we don't need to provide any further detail.

IMPASSABLE TERRAIN

Impassable terrain covers those areas of the board that our warriors physically cannot enter as a matter of course, or to which they cannot seek entry without an immediate and probably messy death. Impassable terrain therefore covers such things as lava fields, deep lakes or chasms. Units cannot voluntarily enter, move or cross through impassable terrain – they must go around. Remember that units can flee through impassable terrain, although they will have to take Dangerous Terrain tests if they do so (see page 25 and opposite for details).



MYSTERIOUS TERRAIN

Not all terrain surrenders its secrets to a mere visual appraisal – sometimes the only way to find out its properties is to venture inside...

The effect of a piece of mysterious terrain is not decided at the start of the battle. Instead, it is rolled for immediately when a model enters it (or is deployed within it). Once rolled for, the mysterious terrain feature is no longer quite so enigmatic – it retains that effect for the duration of the game. If the unit whose model has triggered the effects is moving under its own volition, it can decide to continue its move as normal or immediately stop, so that only the first model to enter is inside the terrain feature. On the other hand, if the unit is charging, fleeing, pursuing or subject to some kind of compulsory movement, it must complete its move – good luck to them!

DANGEROUS TERRAIN

Some areas of terrain are incredibly treacherous and present a very real risk to life and limb. When a model marches, charges, flees, overruns or pursues into or through an area of dangerous terrain, it is called upon to take a Dangerous Terrain test – roll a D6. On a 2-6, the model successfully negotiates the dangers of the terrain and reaches its destination safe and sound. If a 1 is rolled, however, the model has suffered a terrible mishap and suffers a wound with no armour saves allowed.

A mounted warrior has many advantages over his footslogging comrades, but does risk being thrown from the saddle when riding at speed. A galloping horse can trip on a tree root, hurling the rider into a boulder, or can duck low under a branch, but alas not quite low enough for the rider… As such, cavalry, monstrous cavalry and chariots treat all terrain other than open ground as being dangerous terrain, as described above. A chariot that fails a Dangerous Terrain test suffers D6 Wounds instead of 1.

The Importance of Definition

Always agree the types and boundaries of your gaming terrain with your opponent before the battle begins. This is perhaps obvious, but what can seem like a fairly unimportant detail at the start of the game can quickly become a matter of victory or defeat. A few minutes' discussion to cover what each piece of terrain represents will save a lot of potential confusion (and even arguments) as the game unfolds.

Defining the terrain on this board was straightforward. There are some Arcane Ruins (1) several small forests (2, 3 & 4), and one large forest (5) which has been made by pushing two smaller forests together. Though there aren't any rules for a cave (6), we've chosen to treat it as a Haunted Mansion. The board is completed by two buildings, ruined but capable of holding a garrison (7 and 8), a length of wall (9) and a Wizard's Tower (10). On the following pages you can find the rules for all of the terrain mentioned here.

HILLS

Hills are natural outcrops of rock and earth. Few pieces of terrain are as strategically important as a hill. From its slopes your troops can rain missile fire down upon the foe, or form a battleline upon its crest.

All hills use the rules given below.

HILLS AND MOVEMENT

Unless otherwise stated, hills are treated as open ground. Amongst other things, this means that hills do not cause Dangerous Terrain tests in cavalry and other mounted models.

HILLS AND SHOOTING

Models on a hill are more likely to be able to trace a line of sight past other models on a lower level, making hills practical vantage points for your missile troops (see page 10 for a reminder of how line of sight works).

HILLS AND CLOSE COMBAT

Remember that if your unit charged and the majority of the models in the unit began the turn uphill from the enemy unit(s) that were charged, you receive +1 combat result.

EXAMPLES OF HILLS

Hills have almost infinite variety. They can be different shapes, varied heights and composed of diverse materials.

ANVIL OF VAUL

The legends of Ulthuan tell that when the Daemons first broke into the world, the smith-god Vaul descended from the heavens. It is said that he travelled to every corner of the globe, raising stone anvils from the living rock upon which he crafted blades of great potency, which the Elves used to defend their realms. Though the weapons and their wielders have long since gone, many of the anvils remain. Mere proximity to an Anvil of Vaul bestows a warrior's weapons with incredible enchantment.

Any unit within 6" of an Anvil of Vaul has both magical attacks and the Flaming Attacks special rule.

SCREE SLOPE

The slopes of this hill are covered with loose shards and splinters of rock, making the going incredibly treacherous. Many approaches to Dwarf holds are flanked by such slopes, providing an extra layer to their defence.

Models charging, marching, fleeing, pursuing or overrunning up, down or through a scree slope must take a Dangerous Terrain test.

TEMPLE OF SKULLS

There are many unholy sites dedicated to the worship of the Chaos Gods and this is but one of them. Ruin and war may have laid it waste, have scattered its trophies and tumbled its grim statues, but the gazes of the Dark Gods still rest upon its battered stones, hungrily seeking a new champion to bend to their perverse amusements...

At the beginning of each player turn, any character or champion on the Temple of Skulls can choose to embrace the favour of the Chaos Gods. If he does, roll a D6. On a roll of 2-6, one randomly chosen characteristic increases by D3 points. On a 1, the Chaos Gods take his soul (or his purehearted comrades turn on him) – remove the model as a casualty with no saves of any kind allowed.

A Chaos Sorcerer and an Empire Captain face one another atop the Temple of Skulls – will one of them call upon the Chaos Gods for aid?

FORESTS

Forests are excellent places for troops to lurk in ambush – the choking foliage offers a great deal of protection against missile fire.

All forests and woods use the rules given below.

FORESTS AND MOVEMENT

If a cavalry, monstrous cavalry or chariot model marches, charges, overruns, flees or pursues through a forest, it must take a Dangerous Terrain test (page 117). Models with the Flyer special rule that begin or end a flying move in a forest must take a Dangerous Terrain test.

FORESTS AND SHOOTING

A unit in a forest counts as being in soft cover (see page 41) provided that the majority of its models are within the forest. Similarly, if a model in a shooting unit has to trace its line of fire through a forest (because it's shooting at a target beyond the forest), then the target benefits from soft cover. This applies even if during the game you rearranged a forest's trees around a unit, or even removed them – just imagine the trees are still in their original position.

This penalty does not apply if the shooting model is drawing a line of sight out of a forest it is in.

FORESTS AND CLOSE COMBAT

It is difficult to form tight ranks when fighting in a forest. A unit with the majority of its models fighting in a forest can therefore never be steadfast (unless it is Stubborn.) On the other hand, units of Skirmishers (and lone infantry characters) are always Stubborn if the majority of their models is in a forest – light troops excel in the uneven terrain of woodland.

MYSTERIOUS FORESTS

Forests are mysterious terrain – who knows what hellspawn lurks in there? As soon as a unit enters (or deploys in) the forest, roll to determine what sort of forest it be.

D6

1 It's an 'ordinary' forest. Phew!
2 Abyssal Wood.
3 Blood Forest.
4 Fungus Forest.
5 Venom Thicket.
6 Wildwood.

ABYSSAL WOOD

A cloud of malice lies over this wood, provoking irrational fears and dark imaginings in the minds of those that enter.

A unit with the majority of its models within an Abyssal Wood causes Fear.

BLOOD FOREST

Though these trees slumber fitfully through the cycles of the world, nearby use of magic infuses them with bloodlust...

Whenever a spell is successfully cast by (or at) a model in a blood forest, all units wholly or partially within it suffer D6 Strength 4 hits as the trees go into a feeding frenzy.

When any hits have been resolved, the Blood Forest moves 2D6" in a random direction, moving around any intervening terrain features by the shortest route. This does not move the models that were in the Blood Forest, it simply 'walks' off, and leaves them behind.

FUNGUS FOREST

These trees are infested by a chromatic array of mushrooms. It's best not to breathe in too deeply...

Any unit at least partially within the Fungus Forest is subject to the rules for Stupidity. Any Goblin unit at least partially within the Fungus Forest is also Stubborn.

VENOM THICKET

Poisonous creatures abound within. Provided you do not succumb to it first, their venom can be used against the foe.

Any model in a Venom Thicket has the Poisoned Attacks special rule (applies to close combat attacks only). However, any model moving through a Venom Thicket must take a Dangerous Terrain test, to represent their attempt to fend off the venomous critters within.

WILDWOOD

To walk beneath the twisted boughs of a Wildwood is folly indeed, for the trees are wrathful.

Roll for any unit at least partially within the Wildwood at the end of the Movement phase. On a 4+, the unit suffers D6 Strength 4 hits.

Forest Goblin Spider Rider

RIVERS

River Troll

The reassuring and impeding flow of a river can help an army protect its flank or otherwise slow the enemy advance. Launching an assault across a river is no easy task, and often the fords, bridges and other crossing points become crucial objectives for the opposing armies.

All rivers use the rules given below.

RIVERS AND MOVEMENT

The crushing weight of the water makes it impossible to march through a river. Movement is otherwise unaffected.

RIVERS AND COMBAT

River make for very treacherous footing and, as such, are about the last place a ranked-up unit wants to conduct its battles. A unit at least partially in a river can never be steadfast (unless they are Stubborn). Additionally, units even partially in a river cannot claim rank bonus.

BRIDGES AND OTHER CROSSINGS

Most rivers have at least one place at which they can be crossed, such as a bridge or a ford. Such crossing points should normally be treated as open terrain, but only if the unit attempting to use the crossing point is in a narrow enough formation to fit across, otherwise treat the entire unit as being in the river! Whether or not a unit is narrow enough will normally be fairly clear.

MYSTERIOUS RIVERS

Rivers are mysterious terrain – it might look like water, but is it really? As soon as a unit enters or deploys in the river, roll on the following table to determine what it has put its collective feet in.

D6

1 It's probably just a normal river. Don't drink the water though.
2 Boiling Flood.
3 Necrotic Ooze.
4 Raging Torrent.
5 River of Blood.
6 River of Light.

BOILING FLOOD

This river's waters are boiling with incredible fury – it's best to cross quickly, lest you never leave the river at all.

Any model at least partially in the boiling flood at the end of any turn suffers a Strength 4 hit with no armour saves allowed. Models that are immune to Flaming Attacks do not suffer from this effect.

NECROTIC OOZE

Only the stench of this thick and lifeless sludge can compete with its toxic virulence. Those crossing this river had best hold their breath.

Necrotic ooze counts as dangerous terrain for all models. Additionally, a unit that moves through necrotic ooze gains the Poisoned Attacks special rule until the end of the following player turn, so vile are the waters that cling to their blades.

RAGING TORRENT

The icy rivers of the high mountains run clear, pure and very swift indeed.

A raging torrent is dangerous terrain. However, such are the invigorating effects of the icy waters that any models that are in the river (or left the river earlier in the turn) have +3 Initiative.

RIVER OF BLOOD

When the rivers of the world turn to blood it is a sign that Khorne has regained ascendancy at the head of the unholy pantheon of the Realm of Chaos. The time of the Blood God has come!

A unit that moves or charges through a River of Blood is counted as causing Fear until the end of the following player turn, so ghastly is their blood-slicked appearance.

RIVER OF LIGHT

This is no mere river, but a swirling and seething mass of Light Magic.

When a unit enters a River of Light, it is immediately the target of a randomly chosen Light Magic spell (see the Reference section). The spell is automatically cast and cannot be dispelled. If the spell has a choice of different casting values, it is assumed to be cast at the lower value.

Not only rivers...

Even though the rules presented here refer to rivers, they can also be used for other shallow water features that might appear on your battlefield, such as lakes, ponds or the tidal plains of a flat coastline.

For example, you could model the forbidden Lac Sanguinais in Bretonnia, whose shores use the rules for the River of Blood, or allow your models to wade through the choppy water on a coastal gaming board, using the Raging Torrent rules to represent the surf.

MARSHLAND

A battle in a marsh can easily end in disaster – the footing is unstable, the mud clings to weapons and as many warriors drown as are hacked apart by the foe. Marshes are therefore best employed as traps to suck your enemy into, rather than bastions from which to fight.

All marshland use the rules given below.

MARSHLAND AND MOVEMENT

Marshland is dangerous terrain for all units, other than those with the Skirmish special rule. Cavalry, monstrous cavalry and chariots that enter marshland fail their Dangerous Terrain tests on a 1 or 2, rather than a 1.

EXAMPLES OF MARSHLAND

Although all marshland is dangerous, its nature (and degree of the peril) can vary greatly.

EARTHBLOOD MERE

Raw magical power of the lifewind Ghyran bubbles through the waters of this marsh.

Any unit with the majority of its models within the mere has Regeneration (6+).

KHEMRIAN QUICKSAND

The burning desert hides a multitude of traps. Many an unwary warrior has been sucked to his death by the shifting sands of Khemri – the larger the victim, the more certain the fate.

A monster, monstrous infantry or monstrous cavalry model that fails its dangerous terrain test for Khemrian Quicksand is removed as a casualty with no saves of any kind allowed.

MIST-WREATHED SWAMP

The vapours of this swamp hang in the chill air, hiding those within from the gaze of their enemy. Yet who knows what horrors lurk within the mist, just waiting to pounce?

If the majority of a unit's models are wholly within a mist-wreathed swamp, the unit counts as being in hard cover.

However, at the end of each Movement phase, the unit must pass an Initiative test, or have D6 models dragged to their doom by the monstrous Fimir lurking in the mist (the victims are selected in the same manner as the allocation of shooting hits).

Dwarf treasure-hunters risk the wrath of the Tomb Kings in order to seize the secrets of the Nehekharan Sphynx!

Over the Hedge

When you're fighting a combat over a wall or hedge, you'll have to apply a little gumption in order to work out which models can fight, and who they can strike blows against. The reason? Well, as your two units aren't actually in base contact, it's not always easy to tell what the base contact would be if the wall weren't there. The solution? Well, if the wall isn't glued down to the battlefield, then you can just whisk it away for a moment and push the two units into true base contact to resolve the issue. Once you know who's fighting, put the units and the wall back in their original positions, and have at it once more!

OBSTACLES

This category covers all long and narrow terrain types, such as fences, walls and hedges.

All obstacles use the rules given below.

OBSTACLES AND MOVEMENT

If a cavalry, monstrous cavalry or chariot model marches, charges, flees, pursues or overruns over an obstacle, or charges an enemy on the other side of an obstacle, it must take a Dangerous Terrain test (see page 117).

Obstacles do not otherwise impede movement. If a unit ends its move with some of its ranks or files on different sides of the obstacle, simply place the models appropriately on both sides of the obstacle – the unit suffers no ill-effects.

OBSTACLES AS COVER

An obstacle offers a greater measure of protection against missile fire to models hiding behind it. If a firer is shooting at a model that is behind an obstacle and in base contact with it, the target model counts as in cover (of the appropriate type), regardless of how much of it is visible above the obstacle. We assume that the warrior takes shelter behind the obstacle. When firing against a unit, the majority of its models must be behind the obstacle in order to benefit from this additional protection.

Firing models that are themselves in base contact with an obstacle may ignore it for the purposes of line of sight, just as if the obstacle was not there – they will lean over it as they fire.

OBSTACLES AND COMBAT

If one of your units is charging an enemy who is touching the other side of an obstacle, the obstacle counts as 'defended'. Measure the charge distance to the obstacle, rather than the enemy unit. Similarly, if the charge is successful, move your unit into contact with the obstacle rather than the unit itself.

Essentially, we assume the enemy push forward to fight over the obstacle – your models count as being in base contact with the enemy behind the obstacle, as if it wasn't there, and must charge in such a way as to maximise the number of models from both sides that can fight, using the normal rules for charging that are presented on page 20.

To represent the formidable defensive position offered by the obstacle, any models from a charging unit that are in base contact with an obstacle (or are providing supporting attacks for a model in base contact) will suffer penalties depending on the type of obstacle. This modifier only applies when the unit charges, not in subsequent rounds of the combat.

If the charged unit is not in contact with the obstacle, treat it just as you would for the purposes of movement. If there isn't room for a a rank of charging models to fit between the obstacle and the charged unit, it is perfectly acceptable to remove the obstacle whilst the combat goes on (put it back again as soon as possible).

EXAMPLES OF OBSTACLES

Here are a few examples of obstacles you can use in your Warhammer games – this is by no means a definitive list, but should prove a fertile starting point for your own imagination.

BLAZING BARRICADE

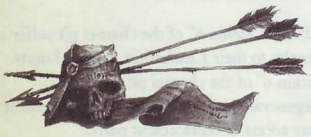
The original blazing barricades were magical obstacles called into existence by High Elf mages as they fought for survival during the initial daemonic invasions. Though that was now thousands of years ago, the magic that created the blazing barricades still dwells within the ground.

Blazing barricades grant soft cover to units behind them. If a unit completes a charge against a defended blazing barricade, it immediately suffers one Strength 4 hit on each of its models in contact with the obstacle.

BLESSED BULWARK

It is common practice in the Empire for a Warrior Priest to bless any wall which might have to serve in the battle against the foul creatures of Chaos. Such enchantment lingers on long after it takes root, and even endures through the destruction of the wall itself. Many farming fields and fortress walls in the Empire are bounded by walls constructed of stolen fragments from the blessed bulwarks, and retain a portion of that power.

Blessed bulwarks are obstacles that grant hard cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them. In addition to this, models from the Forces of Destruction (see the Allies chapter on page 136) that are in base contact with the obstacle must halve their Initiative.



FENCE

Fences are gnarled and twisted constructions of wood and lath. Though fences are chiefly designed to keep herd animals in a particular location, determined warriors can also use a fence as a rough bulwark in order to keep enemies out!

Fences are obstacles that grant soft cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them.

GHOST FENCE

A Ghost Fence is a barrier with little physical substance – merely a series of poles or posts upon which are hung accursed fetishes and totems to which daemonic or Undead spirits have been bound with forbidden spells. Only a brave or foolish warrior crosses a ghost fence without good cause – or without powerful protective wards.

Ghost Fences are obstacles that grant soft cover to units behind them. A unit that is defending a Ghost Fence causes Fear in the first round of any close combat.

WALL

Walls are a common sight, serving as boundaries between fields, estates and even burial sites. Though such a wall is seldom more than chest-height, it makes for an incredibly effective impromptu defensive position, and can save the warriors sheltering in its lee from otherwise fatal encounters with arrows, crossbow bolts and buckshot.

Walls are obstacles that grant hard cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them.

MYSTICAL MONUMENTS

Thousands of years of struggle and conquest have left the Warhammer world strewn with mystical relics, monuments and ruins. A battle will often be fought for the control or the defence of such a place, and for the awesome power it commands.

This is essentially a catch-all category for things that don't fit comfortably in other sections. Mystical Monuments are best treated as impassable terrain for the purposes of movement. Particularly large or complex Mystical Monuments might be made up of several terrain elements, such as hills or obstacles (see pages 118 and 122 for details).

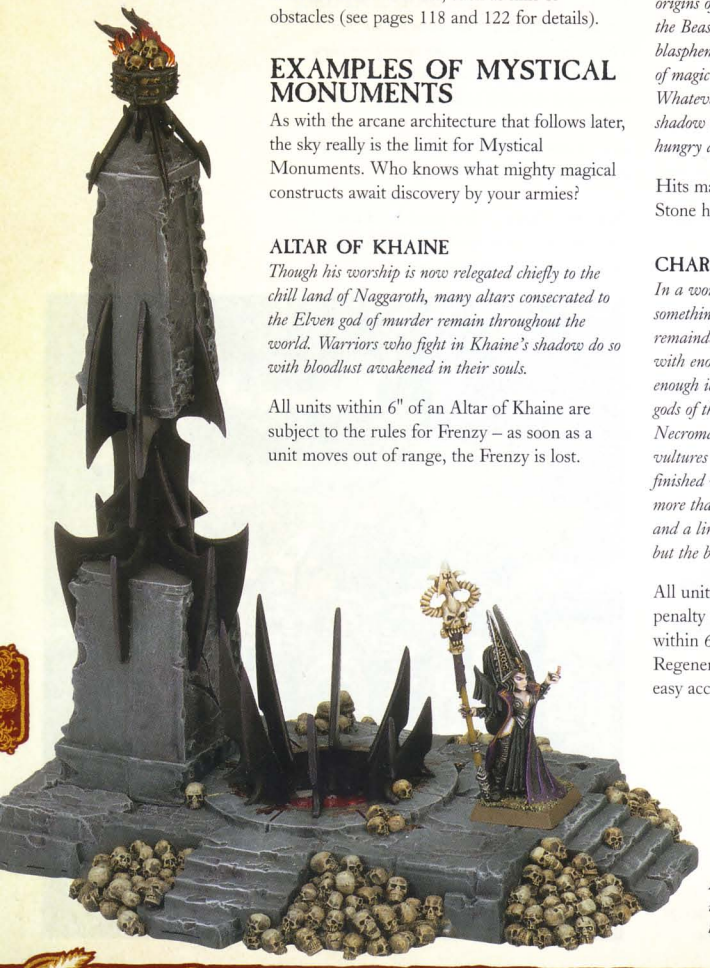
EXAMPLES OF MYSTICAL MONUMENTS

As with the arcane architecture that follows later, the sky really is the limit for Mystical Monuments. Who knows what mighty magical constructs await discovery by your armies?

ALTAR OF KHAINE

Though his worship is now relegated chiefly to the chill land of Naggaroth, many altars consecrated to the Elven god of murder remain throughout the world. Warriors who fight in Khaine's shadow do so with bloodlust awakened in their souls.

All units within 6" of an Altar of Khaine are subject to the rules for Frenzy – as soon as a unit moves out of range, the Frenzy is lost.



A Dark Elf Sorceress calls upon the dread power of the Altar of Khaine.

ARCANE RUINS

The stones of fallen temples still resonate with magical energy centuries after their final celebrants crumbled to dust.

Any wizard within 6" of an arcane ruin can choose to roll up to four dice when channelling, rather than one. However, if three or more dice come up as 6s, the wizard must immediately roll on the Miscast table.

BANE STONE

Not even the most learned of scholars knows the origins of the Bane Stones. Some folk maintain that the Beastmen raised them in tribute to their blasphemous gods, others that they are jagged shards of magic made manifest through careless sorcery. Whatever the truth, to battle in a Bane Stone's shadow is to invite swift death, for the stones are hungry and fresh souls are their food.

Hits made against units within 6" of a Bane Stone have a +1 bonus to wound.

CHARNEL PIT

In a world of unremitting war, a decent burial is something granted to only the luckiest. For the remainder, eternal repose begins in a mass grave, with enough stones atop to deter wild beasts, and enough icons to draw down the blessings of various gods of the dead. Alas, most such charnel pits attract Necromancers and other dark sorcerers like, well, vultures to carrion. By the time these foul folk have finished with the pit's contents, it is sure to be little more than a blood-slicked pit, strewn with body parts and a lingering unholy taint that instills fear in all but the bravest warriors.

All units within 6" of the charnel pit suffer a -1 penalty to their Leadership. Undead units within 6" of the charnel pit have the Regeneration (6+) special rule to represent their easy access to replacement parts.

ELVEN WAYSTONE

There are countless Elven Waystones scattered throughout the world, ancient monuments to the once globe-spanning glory of the children of Ulthuan. Yet these towering edifices are more than mere markers of a sundered past. It is through the Waystones that the Elves siphon excess magical energy from the world. A learned enough wizard can tap into the Waystone's magical current and thus purloin its energies for his own use.

Any Wizard within 6" of an Elven Waystone adds +1 to his channelling attempts.

IDOL OF GORK (OR POSSIBLY MORK)

Prior to a great battle, Orcs raise crude idols of their brutish gods so that their deities might find amusement in the forthcoming destruction. Many of these idols are crafted from mud and dung, and so are quickly worn away by the elements. Some, though, are roughly hewn from boulders or the defaced statues of other races. These can stand against the weather for centuries, allowing Mork (or possibly Gork) an uninterrupted grandstand view of the passing centuries' carnage.

Any warriors fighting under the grim gaze of Mork (or possibly Gork) are infused with the greenskin gods' lust for battle. Units that start the turn within 6" of the Idol can re-roll a failed charge distance roll.

MAGIC CIRCLE

Ancient mannish ruins, raised to empower primitive rites, magic circles can dissipate harmful sorcery and offer protection to those nearby.

Units within 6" of the Magic Circle have the Magic Resistance (2) special rule.

SINISTER STATUE

Witless watchmen, set to stand sentinel over secret shrines by an ancient and unknown force, these sinister statues take exception to interlopers in a most forceful fashion.

At the start of each player turn, roll a dice for every unit within 6" of the Sinister Statue.

On a 4 or more, nothing happens – the statue either doesn't notice the unit, or recognises it as an ally of its forgotten master. On a 1-3, beams of light blaze out of its stone eyes – the unit suffers D6 Strength 4 hits.

SORCEROUS PORTAL

A sorcerous portal is prone to appear where certain contours of hill and valley funnel the Winds of Magic in unexpected ways. Many are caged and harnessed by ambitious sorcerers, but wood and stone cannot easily contain raw magic.

At the start of the Magic phase, after power and dispel dice have been generated, but before spells are cast, the sorcerous portal belches forth energy in the form of a spell. Roll 2D6 on the table below each time to see what spell is cast.

2-4	*Soulblight* (Lore of Death)
5-6	*Wyssan's Wildform* (Lore of Beasts)
7	*Plague of Rust* (Lore of Metal)
8-9	*The Speed of Light* (Lore of Light)
10-12	*Fireball* (Lore of Fire)

The spell does not need line of sight, always targets the closest unit (regardless of range, if the unit is in combat and so on), is automatically cast and cannot be dispelled. If the spell has a choice of casting values, it is assumed to be cast at the lower value.

WYRDING WELL

It is said that Wyrding Wells are set upon sites where the blood of the world bubbles to the surface. This amber liquid has magical, if unpredictable, properties and is a prized ingredient in many potions and elixirs.

Providing it is not in combat, a unit within 3" can drink from the well at the end of its Movement phase. Roll a D6 on the following table to discover the outcome of the unit's incautious imbibing:

1 *Magical Poisoning.* Models in the unit cannot make any voluntary action (including shooting, casting spells, channelling, using magic items and so on) until the start of the following turn, whilst copious vomiting ensues.

2-4 *Ailments Banished.* The unit immediately recovers 2D6 wounds' worth of models, as described for the Lore of Life *Regrowth* spell (see the Reference section).

5-6 *The Gift of Oblivion.* The coursing earthblood erases all fear and sensation from the minds of the drinkers. The unit is subject to the rules for Stupidity and is Unbreakable for the remainder of the game.

High Elf Mage

BUILDINGS

Buildings are, without doubt, amongst the most important pieces of terrain on a battlefield. They offer substantial protection to those inside, are a good vantage point for models that can make ranged attacks. Warriors firmly ensconced in a building can only be driven out by a determined assault.

As with other terrain elements, players should identify at the start of the game all pieces of terrain for which they are going to make use of the buildings rules given here. This is important, as during the game these rules may give a clear advantage to some units.

As with any terrain pieces, a small amount of common sense will go a long way when dealing with buildings. Players may agree to treat some buildings as impassable (very small ones, or those with a strange shape, for example). Similarly, players may want to divide very large buildings into several parts, each of which counts as a separate building for the purposes of the following rules. We'll discuss that in a little more detail later – for the moment, let's take a look at the overall rules for buildings.

BUILDINGS AND MOVEMENT

For the most part, buildings act as impassable terrain (the rules for which were given earlier in this chapter). That said, we do allow units to enter buildings and 'garrison' them. This might seem a bit strange, but it's nice and clear in terms of rules. Basically, we don't want units moving through a building as if it were not there, and nor do we want them 'sitting' on top of it. If it's a building and you're a unit, you're either garrisoning, or not in contact with it – nice and clear.

GARRISONING A BUILDING

A unit can enter and garrison an unoccupied building if it can move into base contact with the building during the Movement phase. Some units simply cannot enter buildings – the members of the regiment are just too big – unless differently specified, only infantry, monstrous infantry, war beasts, monstrous beasts and swarms can garrison a building. Remember that war machines can also be deployed in buildings, as explained on page 109. Units cannot garrison a building in the same turn in which they have marched – swiftly getting a formation of ranked up troops into a building is not easy.

When a unit garrisons a building, you'll normally find that there's not enough room for the models in or on the structure (or that placing them in the building just looks silly). It's perfectly acceptable to place a representative model from the unit in, on or next to the building to remind you that the unit is inside (standard bearers are the best for this!), and place the rest of the unit aside from the battlefield. The main thing you're trying to achieve is to leave a recognisable reminder as to the building's occupants for both you and your opponent as the game goes on.

ONLY ROOM FOR ONE

Each building can hold a single unit of any size and any characters that have joined it – once garrisoned, no other units can enter the structure unless the previous tenants have left (or been driven out). Note that characters can join a garrison unit by moving into base contact with the building.

ABANDONING A BUILDING

A garrison unit can exit a building in their Remaining Moves sub-phase, though not in the same turn that it garrisoned the structure. Place the unit in any desired formation, with at least one model in its rear rank touching the building. No model in the unit may be placed more than twice its normal Movement distance from the building. The unit may not move any further in a turn that it exits a building – it's too busy reordering its battle formation. This is the only way a garrison can voluntarily leave a building – it cannot charge out of a building, for example.

A unit that is Frenzied, or is otherwise forced to charge, still cannot do so if it is in a building – it must instead exit the building as close as possible to the enemy instead of charging.

BUILDINGS AND MAGIC

Buildings do not offer any additional protection against magic missiles, spells that affect the entire unit, that target individual models, etc. Spells that use templates and damage inflicted by Miscasts will follow the rules given later for templates, hitting D6 models. Wizards inside a building may cast spells as normal following the rules for line of sight and range given below.

BUILDINGS AND SHOOTING

Most buildings can easily be pressed into service as impromptu firebases. Most have plenty of windows, doors or otherwise gaping holes in the structure through which a warrior can poke a crossbow or other such ranged weapons. Even if there aren't any pre-existing firepoints in a building, the garrison can normally knock their own loopholes in the wall as needed.

A garrison unit can shoot in the Shooting phase, tracing line of sight from any point on the building. The forward arc of the garrison unit is assumed to be 360 degrees (i.e. all around) so we don't need to worry about that either. The range for a garrison's shooting attacks is always measured from the closest point of the building.

FIVE PER FLOOR

When a garrison unit shoots, there are only so many vantage points to shoot from. We normally assume only five models can shoot per floor of the building, although you may want to agree a different number with your opponent before the game begins.

SHOOTING AT A GARRISON UNIT

Enemy models can shoot at the building's garrison, provided that they can trace line of sight to the building and that it lies within their forward arc. Naturally, we assume that the building itself provides a certain amount of protection, so we treat the garrison as being in hard cover – shots are otherwise resolved normally. Note that the garrison unit is considered to be too spread out to be affected normally by attacks that can affect multiple ranks, such as bolt throwers – shooting attacks of this nature will only hit one model.

TEMPLATE WEAPONS

Weapons that use a template, such as a stone thrower or cannon, inflict D6 hits on any unit in a building that is touched by the template. If a building is hit by a stone thrower, these hits are resolved at the higher Strength only if the centre of the template lies over the building, otherwise the lower Strength is used instead.

For example, a building is hit by a cannonball. The unit inside suffers D6 Strength 10 hits. As the cannon has the Multiple Wounds (D6) special rule, all unsaved wounds will multiply to D6.

ASSAULTING A BUILDING

The only way to take an occupied building is by the bloody tactic of storming in with one of your units. This is called an assault. Each occupied building may be assaulted by a single unit during each Movement phase. The assaulting unit must declare a charge against the unit in the building. There can be no multiple assault charges against a building, as the assaulting unit is imagined to surround it. If multiple units are forced to declare a charge against an enemy-occupied building, only one can complete the charge – the controlling player decides which one will do so after rolling the charge distances. The other units automatically fail their charges.

An assault charge is resolved just as if the building were the target unit. If the unit's charge distance is equal to or greater than the distance to the building, it is successful, otherwise the charge is failed as normal. A unit that is assaulting the building is not allowed to charge another target at the same time – it must wheel to bring as many models as possible into contact with the building and close the door in such a manner that it does not contact any enemy units when the charge is completed.

Just how many can we fit in here?

You'll notice that the rules do not place a limit on the number of models that can fit in a particular building. This is quite deliberate – remember that a garrison does not have to look like it's capable of fitting in a building – some of the warriors could be in a basement, or standing guard outside.

Empire Crossbowman

CHARGE REACTIONS

A garrison unit can only choose to Hold or Stand and Shoot, it cannot choose to Flee! – it would take far longer for the garrison to exit the building than for the enemy to flow around the sides and run the garrison down. Even a failed Terror test will not exhort a garrison to Flee! – it's better to face a mind-numbing peril with four solid walls around you! Accordingly, a garrison that fails its Terror test does not flee as normal, but is forced to Hold. It does, however, count as having automatically failed its Fear test at the start of the ensuing round of combat.

FIGHTING THE ASSAULT

An assault isn't resolved in the same manner as a regular combat, as the two units involved are not in base contact with one another. Rather, we assume that a swirling melee takes place around the building's door, windows and other entryways, with the best fighters from either side pushing their way forwards into the fray.

It's hard to maintain the impetus of a charge in a confined area, so models assaulting a building lose all charging bonuses. This means, for instance, that they do not receive the normal +1 combat result, gain no bonuses for lances and similar weapons, and do not make Impact Hits.

Who Can Strike?

At the start of the Close Combat phase, before any blows are struck, both players choose ten models from their unit to form the courageous assault party that will fight in the assault (if the unit numbers less than ten, there is no choice!). Most of the time this will mean ten identical warriors, or at least nine warriors and the unit champion, will form the assault party on each side in the assault, but where there are characters in one or both the units, this selection becomes very important. When it makes a difference, players should roll off to determine which side picks his assault party first.

We is Bigger dan Dem...

As we limit the number of models due to a lack of space brought on by the cramped surroundings of a building, it would be unfair to allow, say, ten Ogres to attack in the same space as ten Goblins. Therefore, monstrous infantry/cavalry/beasts models each count as three models when selected for a assault party, and a monster (including any riders) counts as five models.

Lizardman Temple Guard

Allocating attacks

Blows are struck in Initiative order as normal and, unless the player specifies otherwise, are directed against any rank-and-file models involved in the assault. If characters, champions, or other models that can normally be singled out if they are in base contact are involved in the assault, then up to half the enemy models can choose to attack them (as often such heroes will be performing derring-do in the thick of fighting, at doorways or atop stairwells).

Note that casualties are taken from the 'back' of the unit as normal. If one side suffers casualties before it fights, extra models are assumed to step up and join the assault party in place of fallen comrades, assuming there are enough survivors to do so. So ten models will always get to fight, assuming there are enough left to do so!

Challenges

A single challenge may be issued and accepted as normal, but only models chosen as part of the two sides' assault parties can issue, accept and refuse challenges – you can't use the challenge to increase the number of models fighting.

Special Attacks

For special attacks (such as stomps) and items that affect models in base contact, a model fighting in a building is assumed to be in base contact with one enemy model nominated by the enemy player unless fighting in a challenge, of course, in which case they are in contact with the model they are fighting!

COMBAT RESOLUTION

The victor of an assault is calculated as for a normal close combat, however combat result points can only be scored by inflicting wounds (including overkill wounds scored in a challenge, if there are any). Standards, ranks, flank and rear bonuses, and so on do not apply (the last two primarily because a unit in a building cannot really be said to have a flank or rear). A musician will still win a drawn combat, however (he spurs his fellows on to greater efforts). Otherwise, the close combat result is based purely on casualties.

Defender Loses

If the attacker wins, the defender must take a Break test. Note that units garrisoning buildings are always considered steadfast.

If the defender fails the Break test, then the garrison unit is placed outside, directly opposite the assaulting unit, as described for a unit abandoning a building (see page 127). If this cannot be done, place it as near as possible to this position. It then makes its fleeing move as normal.

The attacker cannot pursue, but can enter the building if its controlling player wishes (and is of a troop type that is permitted to enter the building). If the unit does not enter the building it is moved directly backwards 1".

Other outcomes

If the garrison doesn't flee the building, either because they've held the attacker to a draw or beaten them, or have lost the combat but passed their Break test, then the attacker must withdraw from the assault, and is nudged directly backward 1". The close combat ends, and the attacker must launch a new assault next turn if he wishes another attempt at driving the garrison out.

The assaulting unit does not have to take a Break test if the combat was lost. The warriors in the attacking unit know full well that the garrison cannot run them down if the combat goes poorly and automatically retreat in good order with no chance of a rout.

BUILDINGS AND PANIC

Units garrisoning buildings take Panic tests normally – measure distances to the edge of the building. If the test is failed, they flee as described for units that break from combat.

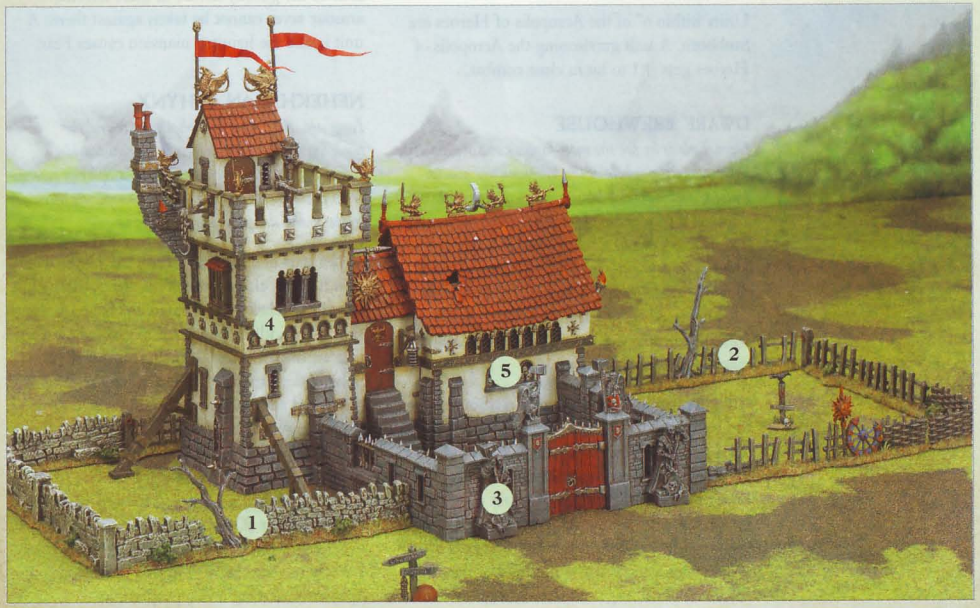
In the same way, a unit that breaks from combat in a building, is destroyed while garrisoning a building, and so on. can trigger Panic tests in friendly units as normal.

MULTIPART BUILDINGS

The rules given here assume that your building is of a fairly small size (less than 6" x 6") and composed of a fairly homogenous structure (i.e. is made out of the same kinds of materials). None of this is to say that you can't use bigger or more complicated buildings in your games, but you'll probably want to break them down into several sections, each to be treated as its own building, which can be occupied and assaulted separately.

The fortified manor below is a large and impressive building and will certainly require defining before the game begins. We've decided to split it into the following sections:

Using their appearance as a guide, the various obstacles are treated as walls (1), fences (2) and Blessed Bulwarks (3), as detailed on page 123. The tower (4) is treated as one building, whilst the great hall (5) is treated as another. Furthermore, we've decided that a garrison in one of the manor sections is allowed to launch an assault against a different section, even though that would not normally be allowed. Naturally, such a fight would require a certain amount of cooperation between the players – there's no real way of placing the models, so it might become a little abstract – but it'd be great fun!



ARCANE ARCHITECTURE

Buildings of great power or importance are plentiful in the Warhammer world. Sometimes, this prominence comes from the magical nature of the place, at others, it comes from the resonance and sanctity awoken in the hearts of its defenders. Regardless, a battle fought over such a building will be a slaughter indeed.

A piece of arcane architecture can either be treated as a building or as impassable terrain (the doors are sealed by the defenders). Models that are inside Arcane Architecture are automatically in range of its effect.

EXAMPLES OF ARCANE ARCHITECTURE

Only your imagination can limit the types of arcane architecture you will battle over. Perhaps it's worth considering the kinds of buildings over which your army would be eager to fight?

ACROPOLIS OF HEROES

This ancient place was built long ago – perhaps it was even raised by the Old Ones themselves. Amongst its walls, half-buried by moss and rubble, lie the statues of fallen kings and heroes whose bold essence lingers on.

Units within 6" of the Acropolis of Heroes are Stubborn. A unit garrisoning the Acropolis of Heroes gets +1 to hit in close combat.

DWARF BREWHOUSE

Dwarf ale is by far the most famous and sought after beverage in the whole of the Warhammer world. Indeed, entire armies have been known to make a detour to a brewery in order to purchase (or, more normally, acquire by force of arms) a supply of heady Dwarf ale. It is little surprise, therefore, that most Dwarfs go to great lengths to fortify their brewhouses, and are careful to place several barrels of cheap, but highly intoxicating ale, beyond the walls as soon as a marching army enters view.

All units within 6" of a Dwarf Brewhouse have the Immune to Psychology and Stubborn special rules (the rich blend of hops, malts and secret ingredients renders them almost totally insensate to mortal fears). Dwarf units within 6" of the brewhouse are so fanatically defensive of it that they are Unbreakable, but must first pass a Leadership test, with a -3 modifier, if they want to move out of range of the building's effects.

Josef Bugman

GRAIL CHAPEL

Grail Chapels can be found throughout the world. They are built upon sites where Bretonnian Knights have encountered the Lady of the Lake. Though Grail Chapels are often seemingly abandoned and ruined, the power of the Lady permeates every stone, focusing energies of renewal and rebirth.

All units belonging to an army from the Forces of Order (see page 136) within 6" of a Grail Chapel have the Regeneration (6+) special rule. Bretonnian units within 6" of a Grail Chapel also have the Stubborn special rule.

HAUNTED MANSION

Many an abandoned tower or mansion was once the abode of a Necromancer, whose dark sorceries could only be practised in secret. The Necromancer may be long gone, but the poltergeists and revenants remain – as any who enter will doubtless discover.

A haunted mansion is normally a building of some kind, but there's no reason why it can't be a ruin, or a cave. At the end of the Shooting phase, all units within 6" of the Haunted Mansion suffers D6 Strength 1 hits to represent the spectral strikes of the mansion's guardians. Due to the ghostly nature of these attacks, armour saves cannot be taken against them. A unit inside the haunted mansion causes Fear.

NEHEKHARAN SPHYNX

Long ago, the rulers of Nehekhara bound the trickster spirits of the deserts into great temples. Legend tells that those who entreat a Sphynx receive great power – if they can quench the spirit's thirst for trickery and deception.

At the start of each player turn, the player whose turn it is can choose one of his characters within 6" of the Nehekharan Sphynx to challenge the spirit to a riddling contest. The challenger must take an Initiative test. If the test is failed, the Sphynx devours part of the challenger's soul and the model suffers a wound, with no armour saves allowed. If the test is passed, the challenger receives one of the following special rules, determined randomly, for the rest of the game: Devastating Charge, Heroic Killing Blow or Loremaster (Death) – this last one has no benefit to non-Wizards (i.e. only Wizards can actually use the spells!) but that doesn't stop the Sphynx bestowing it inappropriately.

SIGMARITE SHRINE

Sigmar Heldenhammer fought many battles to defend the nascent Empire from the forces of destruction. Though Sigmar has long since passed, the folk of the Empire still believe that he watches over his land. This might be thought mere superstition, save for the fact that evil creatures seem rather more vulnerable when they draw near to a Sigmarite Shrine...

Any models belonging to an army from the Forces of Destruction (see the allies rules on page 136) must re-roll successful ward saves if they are within 6" of the Sigmarite Shrine.

TOWER OF BLOOD

The walls of this tower constantly ooze pulsing gore. The unnatural stench has a profound effect upon even the most feeble of fighters, engorging bloodlust and so transforming them into voracious slaughterers.

Units within 6" of the Tower of Blood have the Hatred special rule. Units from the Forces of Destruction within 6" of the Tower of Blood also have the Frenzy special rule – as soon as a unit moves out of range, the Hatred/Frenzy is lost.

WIZARD'S TOWER

Wizards are solitary folk, little able to abide the simplistic minds of the mundane multitudes. Little wonder therefore that the mightiest wizards construct great towers to serve as lodging, library and stronghold.

A Wizard who is within 3" of the tower at the start of the Magic phase is assumed to ransack the tower's library in search of additional spells – he is treated as knowing all the spells from his chosen lore(s) of magic for that phase. If more than one Wizard is within 3", randomly choose which one has control of the tower at the start of each Magic phase (no room can hold two wizardly egos in search of knowledge).

CHOOSING YOUR ARMY

So you've read through the rules, and now you're itching to start putting your generalship to the test. It's time to build an army.

ARMY BOOKS

Each of the races or realms in Warhammer has its own Warhammer Armies book.

In addition to being crammed full of history, information and inspiring painting guides, along with all the rules and characteristic profiles for the army in question, each Warhammer Armies book also contains an army list that you can use to forge your miniatures into an army.

POINTS VALUES

Every model in Warhammer has been assigned a points value, given in the relevant army list. Points values reflect a model's worth within its army.

The higher a warrior's points value, the better that warrior will be – it might be stronger, tougher, faster, have higher leadership, wear better armour, and so on.

A humble Empire Spearman is a fairly average soldier, costing around 5 points, whilst a mighty Dragon costs in the realm of 300. Most warriors have a basic cost that increases as you upgrade their equipment and abilities, giving you a wide range of options that you can choose to spend your points on.

By adding together all the points costs of the warriors you have selected you can find out the points value of your army. Knowing the points value of your models is important, as it gives you a handy way of reckoning your army's effectiveness. A horde of two hundred Goblins can be just as mighty a force as a score of heavily armoured Knights – something not necessarily apparent from looking at the models themselves. Most games of Warhammer take place between armies of an equal points value.

In the Balance

On a slight tangent, it's worth mentioning at this stage that your games don't have to be balanced – i.e. you don't have to have the same number of points on both sides. This is quite unusual, but allows you to tweak your games to enact a last stand by a hopelessly outnumbered defender, a suicidal charge of 'Light Brigade' proportions, or simply impose a handicap on a more experienced player.

SIZE OF GAME

To play a game of Warhammer, you and your opponent will need to decide the size of battle to fight – the larger the game you want to play, the larger the total points values of your armies. The total points value determines the maximum points you can spend on your army.

For example, you may decide to play a 3,000-point game, in which case the total points value of all models in each players' army must come to 3,000 points or less. Normally, this will mean that the armies will actually be a shade less than 3,000 points, as it's quite hard to spend every last point.

Quite what that value is will depend upon how long you want the game to take. At 2,000 to 3,000 points per side you'll have enough models for a battle, yet small enough to be over in the space of an evening. On the other hand, many an entertaining game has been played at 1,000 points, or even lower. Such battles normally take around an hour – perfect for a smaller warband-sized games, or 'practice' battles where you can try out new units and strategies. Larger games take proportionately longer (and take up a lot more space) with games of 4,000 points or more providing enough miniature carnage to occupy a goodly portion of a day.

Older Books
At the time of writing, some Warhammer Armies books contain a different army selection system from the one presented here. However, and in a one-off contradiction to the principle stated under Basic Rules and Advanced Rules (see page 11), the system included here replaces and takes precedence over whatever system is printed in your Warhammer Armies book.

THE ARMY LIST

With the points total agreed, players need to pick their forces using the army list in the relevant Warhammer Armies book, and the system presented here.

THE GENERAL

An army must always include at least one Lord or Hero to be its General.

Every army must have a General to lead it into battle. The General represents you – he issues the orders that lead to the moves, shots, spells and attacks that your troops make.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes.

An army just isn't an army unless it has plenty of warriors in its ranks.

UNIT CATEGORIES

Each army list divides the forces available into several categories. In a standard game, players are limited as to how many of their points can be spent from any particular category.

LORDS

You can spend up to 25% of your points on Lords.

Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.

HEROES

You can spend up to 25% of your points on Heroes.

Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.

WIZARDS AND SPELL LORES

Some Lords and Heroes are Wizards, and have access to one or more spell lores. Although you won't generate the spells that your Wizards know until you start to play your game (see page 142) you do need to make a note in your army roster of which spell lore each of your Wizards will use. If you have a Wizard that is allowed to choose specific spells, you must select which spells they are at the time you pick your army.

Night Goblin Warboss

CORE UNITS

You must spend a minimum of 25% of your points on Core units.

Core units are the heart of your army, the iconic troops who make up the bulk of every warband and warhost. Unlike other types of unit, there is no maximum to the proportion of your points that you can spend on Core units.

Some Core units do not count towards the minimum points you must spend on Core units (sometimes written as 'do not count towards the minimum number of Core units you must include' or variations thereof) or indeed the minimum number of units you must include in your army. In fact, such units don't count towards any category, just the points value of the army.

SPECIAL UNITS

You can spend up to 50% of your points on Special units.

Special units are invariably elite troops, capable of anchoring a battleline of lesser warriors, or performing great deeds in their own right.

RARE UNITS

You can spend up to 25% of your points on Rare units.

Rare units are the most unusual warriors in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill. Rare units are often fantastically powerful, but often require a canny general to get the most from them.

SPECIAL CHARACTERS

The Warhammer Army books each include the rules for several Special Characters within their pages. They are famous, named war leaders and mighty mages, tales of whose legendary (or nefarious) deeds have travelled far and wide, such as the Emperor Karl Franz, Grom, the Paunch of Misty Mountain, the infamous Vampire Lord Vlad von Carstein and many more besides.

Special Characters are exceptional individuals but, more importantly for our army selection purposes, they are unique – each can be included in an army only once.

DUPLICATE CHOICES

An army cannot contain more than 3 Special choices of the same type and 2 Rare choices of the same type.

To further represent the scarce nature of Special and Rare choices there is a limit on how many duplicates of each troop type you can include in your army. This is only right and proper – whilst not every Empire army will contain the same number of Great Cannons, say, there will be an upper limit as to how many such machinery will be available. Remember, this limit applies only to duplicate Special or Rare unit choices of the same type, not to the total number of Special and Rare units overall.

For example, an Empire army with its maximum allocation of 3 regiments of Greatswords could also include a couple of Mortars, a pair of Great Cannons and some Pistoliers too – provided the points don't run out, of course.

Note that this limit applies to the basic troop type and isn't dependent on the size of the unit or optional wargear. If a High Elf player takes one unit of 20 Silver Helms with shields, and one unit of 10 with shields, or one unit of 20 without shields, then he has still taken two units of Silver Helms – the difference in unit size or equipment does not matter.

Two Units For One Choice

Some units are listed as taking up a single choice, for example 1-2 Chaos Spawn can be taken as a single Rare choice. As implied, this means that these two units count only as one choice. So a Warriors of Chaos army of 2,000 points could contain between 1 and 4 Chaos Spawn. If it included 1 or 2, they would count as a single Rare choice; if it included 3 or 4 they would count as two Rare choices.

GRAND ARMY

In a grand army, you can include up to 6 duplicate Special choices and 4 duplicate Rare choices.

If choosing an army of 3,000 points or more, we consider this to be a 'grand' army, with enough patronage, cash or muscle to get a larger supply of scarce units: up to 6 duplicate Special choices, and up to 4 duplicate Rare choices.

For example, if the Empire army we discussed earlier was increased in size from 2,000 points to 3,000 points, it could then include as many as 6 regiments of Greatwords in addition to its other Special choices.

High Elf Noble

ARMY SELECTION SUMMARY TABLE

You must always include at least three non-character units, plus one Lord or Hero to be your General.

	POINTS LIMIT	DUPLICATE CHOICES
LORDS	Up to 25%	No limit
HEROES	Up to 25%	No limit
CORE	25% or more	No limit
SPECIAL	Up to 50%	Up to 3 *(6 if a Grand Army of 3,000 points or more)*
RARE	Up to 25%	Up to 2 *(4 if a Grand Army of 3,000 points or more.)*

ALLIED ARMIES

Warhammer is normally a clash between two mighty armies, striving for dominance upon their chosen battlefield, but this doesn't mean that it is a game solely for two players, oh no! By combining several players' armies into alliances, it's possible for any number of players to join the battle. Games involving allies will often trigger all sort of bizarre alliances, depending on the armies available to the players. You may wish to invent a narrative to explain the reasons behind the alliance, or simply decide not to worry about it and get stuck in the game. It's entirely up to you.

To forge your alliances, split the players into two teams. The teams don't need to have the same number of players, but if you're playing a game that uses points values (see page 132) it's best to give a little thought to the relative sizes of the players' collections when assigning teams, so that you can be happy that the balance of the game is as you wish it to be. The players can now pick their armies and begin to play.

For example, five players (including the humble author) decide to play a multi-player game, with 5,000 points per side. Phil collects Ogres, Alessio has Skaven, Jervis has a Tomb Kings army, Jeremy has Orcs & Goblins and I collect Wood Elves.

We want to create a story to explain how this battle come about and decide that the Tomb Kings army represents the Undead warriors of an ancient barrow-king that was buried at the edge of the forest of Athel Loren – home of the Wood Elves. Coveting the warpstone artefact that, according to legend, was buried with the barrow-king, the Skaven have bribed an Orc tribe and hired an Ogre mercenary band to sack the burial grounds. However, the Skaven have not counted on the hostile reaction that their presence so close to Athel Loren would inevitably cause in the Wood Elf inhabitants.

Based on our narrative and the size of each player's armies, we therefore agree that 2,000 points of Skaven, 2,000 points of Orcs & Goblins and 1,000 points of Ogres will be on one side. On the other side there will be an unlikely alliance of 2,500 points of Tomb Kings and 2,500 points of Wood Elves.

ALLIANCE AND ALIGNMENT

White Lion Standard Bearer

Not all armies make natural allies – the Warhammer world's history of blood and battle (to say nothing of deep-held grudges, rampaging nihilists and incompatible worldviews) ensures that some army combinations will make for stronger alliances than others. To work out how harmonious an alliance between two or more different armies is likely to be, we first need to discuss the alignment of the Warhammer world's armies – the age-old division between Order and Destruction.

THE FORCES OF ORDER

The armies of the Forces of Order are considered to have the same broad goals as one another (though the details may be different). Essentially, they are builders, not destroyers. The Forces of Order want prosperity and peace for their peoples, to build (or rebuild) their realms. It should be borne in mind, however, that 'peace' is a relative term. The Forces of Order are not a united front, and spend much of their time pursuing border wars and settling matters of diplomatic insult with one another as they do battling the Forces of Destruction. Nonetheless, when dire times are loose upon the world, the Forces of Order inevitably set aside their differences to fend off the larger threat.

The Forces of Order are: **the High Elves, the Dwarfs, the Wood Elves, the Empire, Bretonnia and the Lizardmen.**

THE FORCES OF DESTRUCTION

The Forces of Destruction seek only to topple civilisation, to shatter the shining cities of the High Elves, burn the towns of the Empire and despoil the Dwarf holds. Where the Forces of Destruction march, they leave only carnage and sorrow in their wake. This should not be taken to mean that the Forces of Destruction are any more a unified alliance than the Forces of Order.

They are just as likely to battle amongst themselves as with a common foe, whether in appeasement of an unholy god, to further some despicable scheme or simply because their boiling blood lusts for constant battle.

The Forces of Destruction are: **the Skaven, the Warriors of Chaos, the Beastmen, the Daemons of Chaos, the Dark Elves, the Vampire Counts and the Orcs & Goblins.**

NON-ALIGNED FORCES

All the realms and races we have discussed so far have been fairly easy to categorise. Politicking and backstabbing aside, each race presents a united front – their armies march either in civilisation's defence or to its destruction. There are, however, a handful of races whose alignment is not so easily judged. Ogres, for example, are famous (or perhaps notorious) sell-swords and mercenaries, happy to fight for any master provided that the gold and grub keeps flowing in equal measure. Elsewhere, the Tomb Kings are less a united race than a series of ancient kingdoms, each acting to the dictats of its ruler. Such armies can march to war in service to the goals of either Order or Destruction.

The Non-aligned Forces are: **the Ogre Kingdoms and the Tomb Kings.**

'But in my Army Book it Says...'

Alliances invariably trigger rules questions, mostly to do with how the rules from one army interact with those of another allied army. With so many special rules out there, it's impossible to cover every kind of possible interaction – sometimes you will just have to agree a solution with your opponent(s) and keep the game flowing. The guidelines given in this section are just that: a guide. If they don't quite fit the circumstances that have popped up in your game, then by all means find another way.

TRUSTED ALLIES

Units from different armies, but which share the same alignment (i.e. either Order or Destruction – non-aligned units are always treated as being suspicious allies, as detailed later) are considered to be 'trusted' allies when they fight in an alliance. They are battling towards the same goal (or one so similar as makes no difference) and this common cause is likely reinforced by centuries-old oaths and the weight of a shared history.

Trusted Allies units are treated as 'friendly units' from all points of view. However, if a rule only affects a specific race, it will not affect friendly units of another race.

This means that, to give some examples, Trusted Allies units:

- *Can use an allied General's Inspiring Presence special rule.*

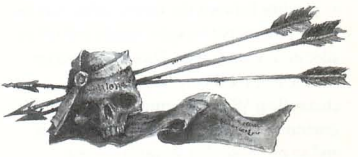
- *Can be joined by allied characters.*

- *Cause Panic tests in allies when they are destroyed, flee through allies, and so on.*

- *Are counted as being 'friendly' units from the point of view of targeting spells, abilities and so on. E.g. They can be targeted by augment spells, but not hex, direct damage or magic missile spells, and so on.*

Bound by Blood

Trusted allies can use an allied battle standard's Hold Your Ground! special rule, but only if they are from the same race/realm as the allied battle standard (in other words, chosen from the same Armies book). For example, a Dwarf unit could not use an allied High Elf army's battle standard, but could use an allied Dwarf army's battle standard.



MAGIC

If the alliance contains only Trusted or Suspicious Allies, power and dispel dice generated by the Winds of Magic can be split between the allied armies as the controlling players wish, but this must be done before any spellcasting is attempted. Dice generated by channelling must only be used by the channelling Wizard's army, as must any dice generated by magic items, special abilities and so on.

Goblin Wolf Rider

SUSPICIOUS ALLIES

Units from the non-aligned forces are always considered to be suspicious allies – one can never entirely rely upon them. That's not to say either party necessarily has any reason not to trust the other – they just can't quite bring themselves to do so. This is true even in an alliance between two such armies – it's quite easy to imagine two Tomb Kings uniting to fight against an invader, with each never quite taking his eye off of the other even in the midst of battle.

Suspicious Allies work exactly like Trusted Allies, except that they:

- *Cannot use an allied General's Inspiring Presence special rule.*

- *Cannot use an allied battle standard's Hold Your Ground! special rule.*

- *Characters cannot join units of Suspicious Allies.*

DESPERATE ALLIES

Order and Destruction only find common cause in the most desperate of circumstances. Units from the Forces of Order always treat units from the Forces of Destruction as being desperate allies, and vice versa.

Units in your army treat desperate allies as enemy units that cannot be charged, shot or targeted with spells. The only time that desperate allies count as friendly is if a spell or other effect causes damage to friendly units. In this case the desperate allies will be damaged as well, just like friendly units would.

This means that, for example, desperate allies units:

- *Cannot use an allied General's Inspiring Presence special rule.*

- *Cannot use an allied battle standard's Hold Your Ground! special rule.*

- *Cannot be joined by allied characters.*

- *Have to take Dangerous Terrain tests when fleeing through allies.*

- *Are not counted as 'friendly' units from the point of view of targeting spells.*

- *Do not cause Panic tests in allies.*

MAGIC

If the alliance contains one or more desperate allies, the power and dispel dice generated by the Winds of Magic must be split as equally as possible between the various allied armies. If the dice cannot be split equally, roll off to allocate any spare dice. Dice generated by channelling must only be used by the channelling Wizard's army, as must any dice generated by magic items, special abilities and so on. Note that Wizards are not permitted to dispel an enemy spell that targets only desperate allies.

Dark Elf Standard Bearer

FRAGILE ALLIANCES

Some races, specifically Skaven and Dark Elves, are so untrustworthy that not even their own kin can trust them for long. Worse, their manipulative presence tends to sour relations between other allied parties. An alliance that includes Skaven or Dark Elves is automatically a fragile alliance.

All relations in a fragile alliance start out normally, according to the various alignments. However, each player in a fragile alliance must roll a D6 at the start of his turn – on a roll of 1-3, all of that player's alliances immediately become one step worse for the rest of the game (unless they're already desperate allies).

GRAND ALLIANCE

The allies rules can be used for battles of all scales, from skirmishes of a few hundred points to slaughters many thousands of points in size. To help lend a suitably epic scale to these larger games, any alliance that contains at least three armies, each of at least 2,000 points or more, is considered to be a grand alliance under the shrewd command of a particularly charismatic or mighty hero.

A grand alliance uses all the normal ally rules presented earlier in this section. In addition, each side nominates one of their Generals to be their supreme commander – the head honcho by whose will the assembled warriors fight and die upon the field of combat. Such is the supreme commander's force of personality and voice of command, his Inspiring Presence range is doubled for the course of the battle!

ALIGNMENT SUMMARY

Forces of Order	Forces of Destruction	Non-aligned Forces
High Elves	Warriors of Chaos	Ogre Kingdoms
Dwarfs	Beastmen	Tomb Kings
Wood Elves	Daemons of Chaos	
Empire	Vampire Counts	
Bretonnia	Orcs & Goblins	
Lizardmen	Dark Elves	
	Skaven	

	Trusted	Suspicious	Desperate
Can use allied General's Inspiring Presence	Yes	No	No
Can use allied battle standard's Hold Your Ground	*	No	No
Can be joined by allied Characters	Yes	No	No
Cause Panic tests in allies	Yes	Yes	No
Are treated as friendly units for the purposes of spells	Yes	Yes	No
Have to take Dangerous Terrain tests when fleeing through allies	No	No	Yes
Can use allied battle standard if the same race	Yes	No	No

* Only if they are chosen from the same Armies book.

Ogre Maneater

FIGHTING A WARHAMMER BATTLE

So you've read the rules, assembled your glorious army and are even now champing at the bit to unleash a smiting upon your opponent! That being the case, it's time to set up and play a Warhammer battle.

Two armies, met by chance or purpose, must now battle for supremacy! Who knows what grim deeds have brought them to this bloody ground? Whether they fight for glory, vengeance, justice or the act of slaughter itself matters not. When the sun rises the carnage will begin, and only the elimination of the foe or the fall of night will bring it to an end.

Of course, not all battles are the same – quite the opposite in fact – so we vary certain details, such as deployment and how the winner is determined. Doing this allows us to reflect the particular situation of the clash – classic battlelines, a fight in a mountain pass, the defence of a watchtower, and so on – creating a 'scenario' for the game.

One of the great things about Warhammer is that there are lots of different ways to fight a battle. Unlike games like chess or checkers, where there is only one way to play, with Warhammer the pieces you will use and the battlefield over which you will fight will be different in every game. As you play more games, you're likely to want to experiment with different deployments, army sizes and even add special rules – the possibilities really are endless. Ultimately, your imagination is the only limit!

The scenarios given on the following few pages represent pitched battles, where the armies are of roughly the same size and the situation gives neither side a particular advantage. They are each designed to give both sides an equal chance of winning, and have few, if any, scenario special rules.

There are two ways that you can choose which pitched battle to use. The first is to pick randomly, by rolling on the Pitched Battle table shown below.

D6	Pitched Battle
1	Battleline (page 144)
2	Dawn Attack (page 145
3	Battle for the Pass (page 146)
4	Blood and Glory (page 148)
5	Meeting Engagement (page 149)
6	The Watchtower (page 150)

The second method is to discuss the matter with your opponent and agree which battle you both want to fight. This gives the maximum amount of choice and ensures that you don't end up in a scenario that neither of you wants to play.

Each pitched battle contains the information you need to get set up and playing, broken down into the following categories: **The Armies** (this will normally be two armies of equal points value, chosen using the system on page 132), **The Battlefield, Deployment, First Turn, Game Length, Victory Conditions** and **Scenario Special Rules**. This format governs all Warhammer scenarios – not just the ones found in this volume.

Impromptu Terrain

Don't worry about using stand-in props as terrain when you're getting started. We've all used a shoe box or two as a ruined castle, or books and bedsheets to represent hills. The important thing is to get plenty of terrain on the table – Warhammer inevitably plays better the more elements of terrain you have to battle over.

THE BATTLEFIELD

With your armies selected, the next thing you will need to do is to set up a suitable battlefield using the wargames terrain in your collection.

Place at least D6+4 pieces of terrain upon the battlefield, choosing the pieces from your terrain collection (selecting which of the rules on pages 116-131 you will use to represent each piece).

Alternatively make at least D6+4 rolls on the Random Terrain Chart to determine what kind of terrain your army will fight over.

RANDOM TERRAIN CHART

2D6	Result
2	**Settlement of Order** D3 buildings, D3 sets of obstacles, plus one roll on the Steadfast Sanctum part of the Random Terrain chart.
3	**Steadfast Sanctum** Roll a further D6: 1 – Grail Chapel 2 – Acropolis of Heroes 3 – Wizard's Tower 4 – Sigmarite Shrine 5 – Elven Waystone 6 – Dwarf Brewhouse
4	**Sinister Structure** Roll a further D6: 1 – Altar of Khaine 2 – Charnel Pit 3 – Bane Stone 4 – Haunted Mansion 5 – Idol of Gork 6 – Tower of Blood
5	**Hill** Roll a further D6: 1, 2 or 3 – 'Ordinary' Hill 4 – Temple of Skulls 5 – Scree Slope 6 – Anvil of Vaul
6	**Building** A watchtower, mansion or other similar 'ordinary' building.
7	**Mysterious Forest**
8	**Obstacles** Three 6" sections of one of the following obstacles – roll a D6: 1 – Fence 2 – Wall 3 – Blazing Barricade 4 – Blessed Bulwark 5 – Ghost Fence 6 – Roll again
9	**Mysterious River**
10	**Magical Mystery** Roll a further D6: 1 – Sinister Statue 2 – Arcane Ruins 3 – Nehekharan Sphynx 4 – Sorcerous Portal 5 – Wyrding Well 6 – Magic Circle
11	**Marsh** Roll a further D3: 1 – Earthblood Mere 2 – Khemrian Quicksand 3 – Mist-wreathed Swamp
12	**Encampment of Destruction** D3 buildings, D3 sets of obstacles, plus one roll on the Sinister Structure part of the chart.

Once you've determined the pieces of terrain your game will use, roll off with your opponent. Starting with the player who scored the highest, the players then alternate placing terrain pieces (or group of terrain pieces) until all the terrain has been placed on the battlefield.

Note that the Watchtower scenario specifies the first piece of terrain that should be placed. If you roll this scenario and do not have a watchtower to hand, you'll need to use a different building or roll again for a different pitched battle.

DEPLOYMENT

With the armies chosen and the terrain set up, it's now time to deploy. Typically, a pitched battle will have two deployment zones marked out on map, as well as instructions governing how the forces should be deployed. Before you deploy any of your Wizards, remember to generate their spells, as described in the Reference section.

ALTERNATING UNITS

Where a battle calls upon you to alternate deployment of units, roll off to see who sets up the first unit, and then take it in turns to deploy a single unit in your deployment area. All an army's war machines are set up at the same time (taking just one of the player's 'turns') but can be placed at separate locations in their deployment zone. All characters must be deployed last, again taking up just one turn, but may be set up in separate locations or units in their deployment zone. When using this method the players roll off to see who gets the first turn, but the player that finished deploying his army first is allowed to add +1 to his dice roll.

RESERVES

Some battles call for units to enter play as reserves. These units use the rules for reinforcements given on page 27. The following additional caveats also apply:

- Units that are not normally allowed to move (certain altars or war machines spring to mind) are placed touching the table edge.

- Characters can choose to either enter the battle on their own or as part of a unit they are allowed to join. If the battle uses dice to determine when and where reserves enter, state if the character is joining a unit before making any rolls. If so, make a single roll for both.

FIRST TURN

To find out which player takes the first turn, follow the instructions in the scenario. Different battles use different methods to determine which player takes the first turn. Some instruct you to roll off with your opponent, others depend on which player set up first.

GAME LENGTH

Most pitched battles run for six game turns, at the end of which the winner of the battle is determined using the Victory Conditions. Some scenarios use alternate methods to determine the game length – where this is the case it will be clearly outlined in the scenario.

If should go without saying that if one player concedes the battle, the game ends and victory goes to his opponent. At this point the only gentlemanly thing to do is offer him a rematch!

VICTORY CONDITIONS

Each scenario has its own Victory Conditions by which players can judge who has won.

VICTORY POINTS

Many pitched battles use victory points as convenient shorthand for calculating the winner of a battle. In order to win you must either wipe the opposing army out completely, or score at least twice as many victory points as your opponent – any other result is a draw.

Victory points are, first and foremost, awarded for destroying enemy units, but other pivotal actions, such as slaying the enemy General, or capturing their standards are also assigned victory point values, to represent their effect on the battle's outcome. Essentially, anything that enheartens your army or demoralises your opponent's curs is worth victory points. At the end of the game, you are awarded victory points for the following achievements:

Dead or Fled

Each enemy unit that has been destroyed or has fled the table is worth a number of victory points equal to the number of points it cost to include the unit in the army.

For example, a unit that cost your opponent 351 points to field would be worth 351 victory points to you. This means you earn more points for destroying powerful units then you do for weaker ones.

The King is Dead

If the enemy General is slain or has fled the table, you score an additional 100 victory points.

For example, a General that cost your opponent 234 points is worth a total of 334 victory points to you if he is dead or fled (234 victory points for his points cost, and 100 for being the enemy General).

Seized Standards

You score an additional 25 victory points for every enemy standard bearer that was removed due to the Last Stand rule (see page 94), or was slain in close combat (remember this can only happen once the rest of his unit, except the champion, are dead). If the enemy Battle Standard Bearer is slain under these circumstances, his death instead scores an additional 100 victory points.

For example, a Battle Standard Bearer that cost your opponent 95 points is worth a total of 195 victory points to you under these circumstances (95 victory points for his points cost, and 100 for being the enemy Battle Standard Bearer). Note that if a standard bearer of any kind is killed by a shooting attack, spell or anything else outside of close combat, these extra victory points are not scored (the enemy is assumed to whisk their prized banner away before your troops can get ahold of it).

Underdog Challenge

If one of your unit champions slays an enemy character in a challenge, you score an additional 50 victory points in recognition of his deeds.

For example, if one of your champions slays an enemy character worth 92 victory points, you score 142 victory points (92 for the character's points cost and 50 for the Underdog Challenge).

SCENARIO SPECIAL RULES

Some scenarios use unique special rules that confer extra abilities, restrictions or effects onto your games. We group all such elements into the Scenario Special Rules section, where they can be fully explained.

Building a Better Battlefield

While you can just plonk your chosen terrain pieces down when setting up the battlefield, to get the most out of your game you'll need to employ a little nous. A battlefield looks (and plays) better if your terrain is spread out fairly evenly – not only does this make the game more exciting, but it does a much better job of recreating a 'realistic' setting. Similarly, you might want to group similar terrain pieces together to create a narrative for your battlefield. If you've several buildings and walls, why not place the buildings as a small village and use the walls to define the edges of roadways or field boundaries? Or perhaps arrange your hills in such a way that your armies will be fighting across a valley or mountain pass? All of the battlefields in this book have been set up with such a narrative in mind, but these are by no means the only options. The possibilities are endless…

Tomb King

BATTLELINE

In the Warhammer world, disputes are settled upon the bloody field of battle. An abortive raid by an unruly warlord, a dispute over a piece of territory, or any number of a perceived slights can lead to two nations going to war. The conflict will be settled in a battle between the rival armies, with the spoils going to the victor, and death and dishonour to the loser.

THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up terrain as described on page 142

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

Players then take it in turn to place units on the table, using the alternating units method of deployment described on page 142. Units may be placed anywhere in their deployment zone that is more than 12" from the centre line.

FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143.

SCENARIO SPECIAL RULES

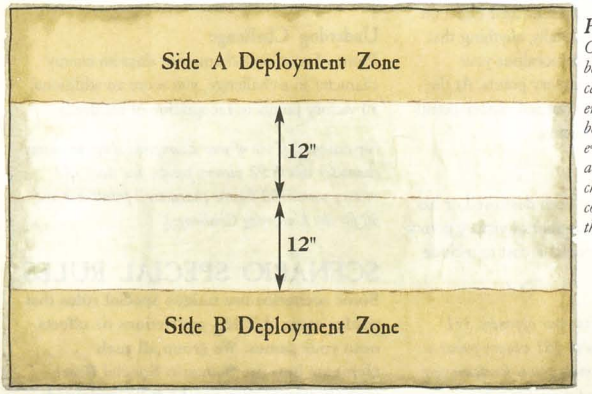
None.

A Timeless Classic

The Battleline is a straightforward wargaming standard, and, being the simplest option, is a good choice for your first few games. It can be argued that all other scenarios are a modified version of this kind of battle.

Pitched Battle Maps

The maps throughout this chapter mark out deployment areas but do not show any battlefield terrain. However, remember that you must set up at least D6+4 pieces of terrain (see page 142), and the more the better.



Placing Terrain

Creating a miniature battlefield to fight over can be a thoroughly entertaining business. The best battlefields present an evocative landscape and a host of tactical challenges for the commanders to use to their best advantage.

DAWN ATTACK

When two armies first encounter each other they will usually make camp and wait until the next day before taking to the field of battle. As the first rays of light sweep the horizon the two sides will march forth, advancing through the gloom towards the battle positions their generals have decided upon. Sometimes units will become confused and lost, forcing their commander to modify his plan of battle.

THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up terrain as described on page 142.

DEPLOYMENT

Roll off to see which player picks the half of the table they will deploy in. The opponent will deploy in the other half.

The player that won the roll off must deploy his entire army first. Before deploying each unit, roll a dice and refer to the Deployment table to see where the unit must deploy – this represents them groggily making their way to the battlefield in the darkness just before dawn breaks. Units with the Scouts special rule do not roll on the table, and deploy using their own special rules after normal deployment is complete. Characters may either deploy on their own, rolling on the table like any other unit, or deploy as part of a unit they are allowed to join (state that the character will join the unit before rolling to see where the unit and character will deploy).

Once the first player has deployed, his opponent must do likewise, rolling for each unit as described above.

FIRST TURN

After deployment, the player that set up second rolls a dice. On a roll of 6 he can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has the first turn.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143.

SCENARIO SPECIAL RULES

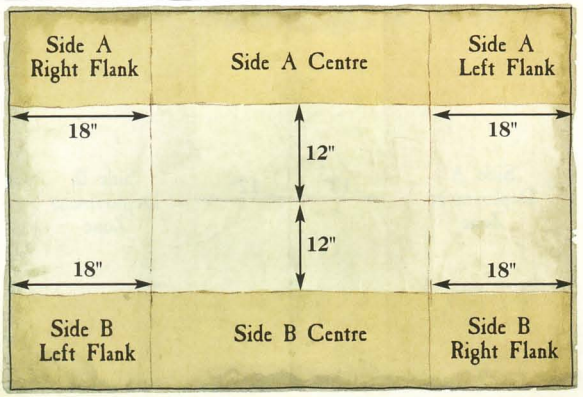
None.

Wood Elf Highborn

Deployment Table

1: Left Flank. The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's left.

2: Right Flank. The entire unit must be placed in the player's half, more than 12" from the centre line, and within 18" of the narrow table edge on the player's right.



3-5: Centre. The entire unit must be placed in the player's half, more than 12" from the centre line, and more than 18" from either narrow table edge.

6: Choose. The entire unit must be placed in the player's half, anywhere more than 12" from the centre line.

BATTLE FOR THE PASS

Many of the kingdoms of the Warhammer world are separated by towering mountain ranges that can only be crossed at the occasional mountain pass. These narrow defiles are of vital strategic importance, and present a defender with the perfect location to confront an invading army.

THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up terrain as described on page 142. It's worth keeping in mind when setting up the terrain that the battle will be fought down the length of the table, in a narrow pass with impassable mountains just off each of the long table edges.

DEPLOYMENT

Roll off to see which player picks the half of the table they want to deploy in. The opponent deploys in the other half. Note that in this pitched battle the game is fought down the length of the table rather than across its width, as shown on the deployment map below.

Units may be placed anywhere in their half that is more than 12" from the centre line.

Players take it in turn to place units on the table, using the alternating unit method of deployment described on page 142.

FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143.

SCENARIO SPECIAL RULES

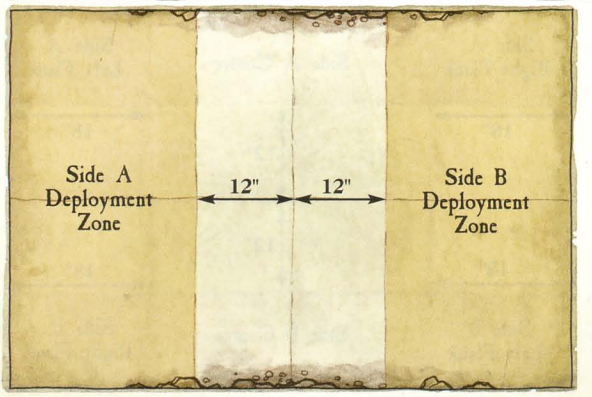
Bottleneck

The battle is being fought in a narrow pass enclosed by high cliffs. Because of this, the long table edges count as impassable terrain. Following the normal rules, fleeing units can force a way through the impassable terrain and disappear from the table (or die trying!). Other units (including reinforcements) may not enter or leave via a long table edge unless they are Ethereal or a Flyer. This means that pursuing or overrunning units, other than Ethereals and Flyers, must stop 1" away from the long table edges.

Chosen of Chaos

Do I Need a Mountain Pass?

Our map shows a vague hint of the mountain pass along the long table edges, however, it is by no means necessary to actually place the cliff faces on the battlefield – the table's edge will serve just as nicely.



BLOOD AND GLORY

The battles fought in the Warhammer world are bloody affairs. Eventually, worn down by destruction, one of the battlelines will break and flee, leaving their opponents in control of the field.

THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up terrain as described on page 142.

DEPLOYMENT

Roll off to see which player chooses the half of the table they will deploy in. The opponent will deploy in the other half. Players then take it in turns to place units on the table, using the alternating units method of deployment described on page 142.

Units may be placed anywhere in their half of the table that is more than 9" from the centre line, and more than 9" away from either narrow table edge.

Skeleton Standard Bearer

FIRST TURN

Roll off after deployment to see which player receives the first turn. The player that finished deploying his army first adds +1 to his roll.

GAME LENGTH

The game ends at the end of the 6th game turn or as soon as an army breaks. An army immediately breaks when its Fortitude is equal to or less than its Breaking Point (see below).

VICTORY CONDITIONS

The first army to break the enemy wins the battle (see above). If neither army has broken by the end of the game, or if both were to break simultaneously, use victory points to determine the winner (see page 143).

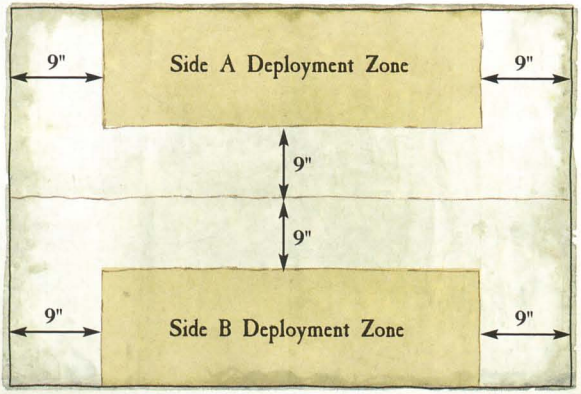
SCENARIO SPECIAL RULES

Breaking Point: An army's breaking point is equal to one for every thousand points in the army, rounding any fractions up. So, an army of up to 1,000 points has a breaking point of one, an army worth 1,001 to 2,000 points has a breaking point of two, etc.

Fortitude: Any army's fortitude is equal to the current number of standards in the army (including the battle standard), plus two for the General. Fleeing units and units that are only temporarily off-table still count.

For example, a 2,000 point army (breaking point 2) has three unit standards, a battle standard, and a General, giving it a starting fortitude of six (3+1+2=6). It would break as soon as its fortitude was reduced to two.

Table Size
Generally our maps are presented as a 6' by 4' playing surface. However, if you keep the basic proportions, these maps can accommodate any table size. Note that the distance armies start apart from each other should remain the same.



Minimum Standards
The 'sudden death' victory conditions used in this scenario mean that it's important to have enough standards in an army to stop it breaking immediately as the game starts. For example, in a 2,000 point battle you will need the general and at least one standard to avoid instantly breaking.

MEETING ENGAGEMENT

It is not uncommon for two armies to come across each other and immediately deploy straight from column of march. More often than not, the fighting starts while elements of the army are still marching towards the battlefield. In such a battle there is little time for careful consideration or planning.

THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up terrain as described on page 142.

DEPLOYMENT

In this scenario the table is divided into two halves from corner to corner, as shown on the deployment map. The players roll off and the winner chooses the two opposite corners to be used and which half of the table each player will deploy in.

The player that won the roll-off must deploy their entire army first. Before deploying the army, roll a dice for each separate unit, including each individual character and war machine. On a roll of 1 the unit must be held back as reserves (see the special rules for Reserves on the right). After all units have been rolled for, those that are *not* reserves can be deployed in their side's deployment zone, anywhere that is more than 6" away from the centre line.

Once the first player had deployed, his opponent does likewise, in exactly the same manner.

FIRST TURN

After deployment, the player that set up second rolls a dice. On a roll of 6 they can choose who has the first turn. On a roll of 1-5 the player that set up first chooses who has the first turn.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory points to determine the winner of the battle, as described on page 143.

SCENARIO SPECIAL RULES

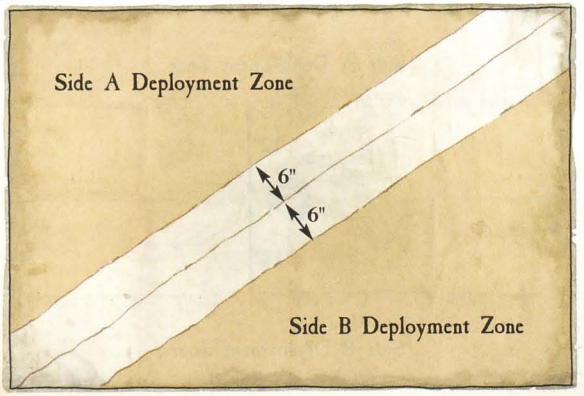
Reserves

Reserves are not deployed at the start of the battle. Instead they can enter play on any turn of their player's choosing, using the reinforcements rules described on page 27. They may enter at any point on the long table edge of their deployment zone.

Skavenslave

Random Factor

This scenario has a random element – units that might be held back as reserves – a factor that can ruin even the best laid plans. To overcome sudden and unexpected events is a true test of one's generalship. On the other hand, should your opponent arrive disjointed, will you press your advantage or play more cautiously?



Who is the Best General?

There is endless debate about how to best decide who is the better tabletop tactician. Playing a 'best of' series of three or more games gives more evidence than a single match-up. An interesting option is swapping sides and refighting the same battle with your foe's army.

THE WATCHTOWER

A wise warlord will protect his territory by building watchtowers at strategic locations. These fortified towers will have a small garrison, whose duty is to watch out for enemy incursions into their ruler's territory. They are expected to hold out long enough for the rest of the army to arrive and bring the enemy to battle.

THE ARMIES

Each player chooses his force using the army list from a Warhammer Armies book, to an equal points value agreed before the game.

THE BATTLEFIELD

Set up the watchtower as described below, and then set up any remaining terrain using the method described on page 142. The watchtower counts as the first of the D6+4 terrain pieces that must be set up.

The Watchtower

A building must be set up at the centre of the table. Any building model can be used, but a Warhammer Watchtower is ideal. If you don't have a building model, use any other terrain feature of your choice.

DEPLOYMENT

Roll off to see who controls the watchtower at the start of the battle. The player that controls the tower may deploy a single Core infantry unit of no more than 20 models in the tower if they wish to do so. The unit is not allowed to voluntarily leave the tower until after the first game turn of the battle has been completed.

The opposing player then picks the half of the table they will deploy in. Players then take it in turn to place units on the table, starting with the player that doesn't control the watchtower, using the alternating units method of deployment described on page 142. Units may be placed anywhere in their half that is more than 12" from the centre line.

FIRST TURN

The player that does not control the watchtower receives the first turn.

GAME LENGTH

Roll a D6 at the end of each game turn, starting with the end of game turn 4. Add the turn number to the dice roll. If the score is 10 or more, then the battle ends immediately. If the total is less than 10 then the battle continues for at least one more game turn.

VICTORY CONDITIONS

At the end of the battle, the side that controls the watchtower is the winner. The watchtower is controlled by the unit inside or, if it is unoccupied, the closest unit that is not fleeing. In the unlikely event that neither player can claim to control the watchtower, use victory points to determine the winner of the battle, as described on page 143.

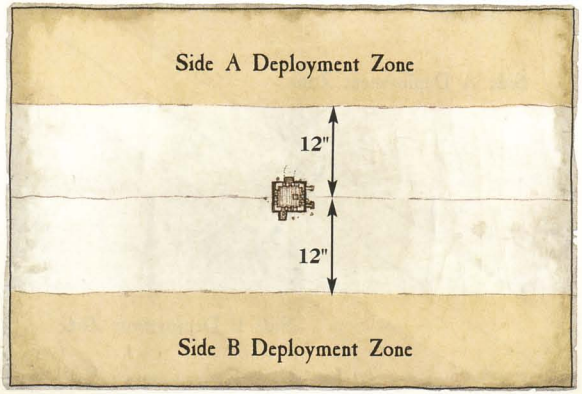
SCENARIO SPECIAL RULES

None.

Empire Captain

"No tower can stand without the courage of men to fortify it."

– Graf Boris Todbringer, Elector Count of Middenheim



The Watchtower

A watchtower is a useful and multi-purpose piece of Warhammer terrain. There is a plastic Warhammer Watchtower kit available, or players can build their own mighty edifice.

REFERENCE

The final section of the book is full of helpful, practical information.

You will find an extensive bestiary that contains the characteristic profile and troop type of just about every model currently available, so you can get playing straight away or check out just how dangerous your enemies are.

The eight battle magic spell lores are presented next – an array of sorcerous pyrotechnics that you'll have tremendous fun unleashing upon your opponent's army.

Also included are more than 80 magic items, ranging from weapons and armour to standards and protective talismans, all of which are available for use in your army.

Finally, we have created a handy summary and a full index, so you can quickly find the rules you need during your Warhammer battles.

BESTIARY

The characteristics given in the following lists allow you to start playing games of Warhammer straight away with your collection of Citadel miniatures. Once you have chosen which army you would like to collect, the next step is normally to buy the appropriate Armies book.

The Warhammer Armies books provide you with the points value of each of the models, allowing you to plan and build your army to a specific total points value. The points values are not given here, as they reflect many special rules that apply to each model but have not been included here for the sake of simplicity.

To decide what weapons and armour each model has, take a look at the miniature and agree with your opponent what each model is equipped with. Note that profiles have not been included for champion models.

Troop Types key

In = Infantry
WB = War Beast
Ca = Cavalry
MI = Monstrous Infantry
MB = Monstrous Beast
MC = Monstrous Cavalry
Mo = Monster
Ch = Chariot
Sw = Swarms
Un = Unique
WM = War Machine

BRETONNIA

	M	WS	BS	S	T	W	I	A	Ld	Type
Battle Pilgrim	4	2	2	3	3	1	3	1	8	In
Bretonnian Lord	4	6	3	4	4	3	6	4	9	In
Damsel	4	3	3	3	3	2	3	1	7	In
Fay Enchantress	5	4	4	3	3	3	5	1	9	MC
- Silvaron	10	5	0	4	4	3	5	2	8	-
Field Trebuchet	-	-	-	-	7	4	-	-	-	WM
- Peasant Crew	4	2	2	3	3	1	3	1	5	-
Grail Knight	4	5	3	4	3	1	5	2	8	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Grail Reliquae	4	2	2	3	3	6	3	4	8	In
Green Knight	4	7	3	4	4	3	6	4	9	Ca
- Shadow Steed	8	4	0	4	3	1	4	1	5	-
Hippogryph	8	4	0	5	5	4	4	4	8	Mo
King Louen	4	7	5	4	4	3	7	5	9	In
- Beaquis	8	5	0	5	5	4	6	4	9	Mo

	M	WS	BS	S	T	W	I	A	Ld	Type
Knight Errant	4	3	3	3	3	1	3	1	7	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	
Knight of the Realm	4	4	3	3	3	1	3	1	8	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Man-at-arms	4	2	2	3	3	1	3	1	5	In
Mounted Yeoman	4	3	3	3	3	1	3	1	6	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	
Paladin	4	5	3	4	4	2	5	3	8	In
Peasant Bowman	4	2	3	3	3	1	3	1	5	In
Pegasus Knight	4	4	3	3	4	2	4	1	8	MC
- Pegasus	8	3	0	4	-	-	4	2	7	-
Prophetess	4	3	3	3	3	3	3	1	8	In
Questing Knight	4	4	3	4	3	1	4	1	8	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Royal Pegasus	8	3	0	4	4	3	4	2	7	MB

DWARFS

	M	WS	BS	S	T	W	I	A	Ld	Type
Bolt Thrower	-	-	-	-	7	3	-	-	-	WM
- Artillery Crew	3	4	3	3	4	1	2	1	9	-
- Engineer	3	4	4	3	4	1	2	1	9	-
Cannon	-	-	-	-	7	3	-	-	-	WM
- Artillery Crew	3	4	3	3	4	1	2	1	9	-
- Engineer	3	4	4	3	4	1	2	1	9	-
Daemon Slayer	3	7	3	4	5	3	5	4	10	In
Dragon Slayer	3	6	3	4	5	2	4	3	10	In
Dwarf Lord	3	7	4	4	5	3	4	4	10	In
Flame Cannon	-	-	-	-	7	3	-	-	-	WM
- Artillery Crew	3	4	3	3	4	1	2	1	9	-
Grudge Thrower	-	-	-	-	7	3	-	-	-	WM
- Artillery Crew	3	4	3	3	4	1	2	1	9	-
- Engineer	3	4	4	3	4	1	2	1	9	-
Gyrocopter	-	4	-	4	5	3	2	2	9	Un
Hammerer	3	5	3	4	4	1	2	1	9	In
Ironbreaker	3	5	3	4	4	1	2	1	9	In

	M	WS	BS	S	T	W	I	A	Ld	Type
Josef Bugman	3	6	5	4	5	2	4	3	10	In
Longbeard	3	5	3	4	4	1	2	1	9	In
Master Engineer	3	4	5	4	4	2	2	2	9	In
Miner	3	4	3	3	4	1	2	1	9	In
Organ Gun	-	-	-	-	7	3	-	-	-	WM
- Artillery Crew	3	4	3	3	4	1	2	1	9	-
Quarreller	3	4	3	3	4	1	2	1	9	In
Runelord	3	6	4	4	5	3	3	2	9	In
Runesmith	3	5	4	4	4	2	2	2	9	In
Thane	3	6	4	4	5	2	3	3	9	In
Thorek Ironbrow	3	6	4	4	5	3	3	2+1	10	Un
- Kraggi	3	4	3	3	4	1	2	1	9	-
- Anvil Guard	3	5	3	4	4	1	2	1	9	-
Thorgrim	3	7	6	4	5	7	4	4	10	Un
- Thronebearers	3	5	3	4	-	-	3	4	-	-
Thunderer	3	4	3	3	4	1	2	1	9	In
Troll Slayer	3	4	3	3	4	1	2	1	10	In
Warrior	3	4	3	3	4	1	2	1	9	In

TOMB KINGS

	M	WS	BS	S	T	W	I	A	Ld	Type
Bone Giant	6	3	0	6	5	6	1	4	8	Mo
Carrion	2	3	0	3	4	2	3	2	4	WB
Chariot	–	–	–	4	4	3	–	–	–	Ch
- Skeleton	-	3	2	3	-	-	2	1	7	-
- Skeletal Steed	8	2	-	3	-	-	2	1	-	-
Icon Bearer	4	4	3	4	4	2	3	2	8	In
Khalida	6	6	4	4	5	3	9	5	10	In
Liche High Priest	4	3	3	3	3	3	2	1	9	In
Liche Priest	4	3	3	3	3	2	2	1	8	In
- Casket Guard	4	3	3	4	4	1	3	2	8	-
Scr. Skull Catapult	-	-	-	-	7	3	-	-	-	WM
- Skeleton	4	2	2	3	3	1	2	1	3	-
Settra	4	7	4	5	5	4	4	5	10	In
- Chariot	-	-	-	5	5	5	-	-	-	Ch
- Skeletal Steed	8	2	-	3	-	-	2	1	-	-

	M	WS	BS	S	T	W	I	A	Ld	Type
Skeletal Steed	8	2	0	3	3	1	2	1	5	WB
Skeleton Horseman	4	2	2	3	3	1	2	1	5	Ca
- Skeletal Steed	8	2	0	3	3	1	2	1	5	-
Skeleton	4	2	2	3	3	1	2	1	3	In
Tomb Guard	4	3	3	4	4	1	3	1	8	In
Tomb King	4	6	4	5	5	4	3	4	10	In
Tomb Prince	4	5	4	4	5	3	3	3	9	In
Tomb Scorpion	7	4	0	5	5	4	3	4	8	MB
Tomb Swarm	4	3	0	2	2	5	1	5	10	Sw
Ushabti	5	4	0	6	4	3	3	3	10	MI

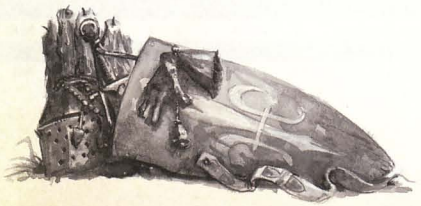
EMPIRE

	M	WS	BS	S	T	W	I	A	Ld	Type
Arch Lector	4	4	3	4	4	3	4	2	9	In
Archer	4	3	3	3	3	1	3	1	7	In
Balthasar Gelt	4	3	3	3	4	3	3	1	8	In
Battle Wizard	4	3	3	3	3	2	3	1	7	In
Captain	4	5	5	4	4	2	5	3	8	In
Crossbowman	4	3	3	3	3	1	3	1	7	In
Emperor Karl Franz	4	6	5	4	4	3	6	4	10	In
Deathclaw	6	6	-	5	5	4	5	4	8	Mo
Flagellant	4	2	2	3	3	1	3	1	10	In
Free Company Fighter	4	3	3	3	3	1	3	1	7	In
General of the Empire	4	5	5	4	4	3	5	3	9	In
Grand Master	4	6	3	4	4	3	6	4	9	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Grand Theogonist	4	5	3	4	4	3	4	2	9	In
Great Cannon	-	-	-	-	7	3	-	-	-	WM
- Crewman	4	3	3	3	3	1	3	1	7	-
Greatsword	4	4	3	3	3	1	3	1	8	In
Griffon	6	5	-	5	5	4	5	4	7	Mo
Halberdier	4	3	3	3	3	1	3	1	7	In
Handgunner	4	3	3	3	3	1	3	1	7	In
Helblaster Volley Gun	-	-	-	-	7	3	-	-	-	WM
- Crewman	4	3	3	3	3	1	3	1	7	-
Helstorm R. Battery	-	-	-	-	7	3	-	-	-	WM
- Crewman	4	3	3	3	3	1	3	1	7	-
Imperial Dragon	6	6	-	6	6	6	3	5	8	Mo
Imperial Pegasus	8	3	-	4	4	3	4	2	6	MB
Knight of the Inner Circle	4	4	3	4	3	1	3	1	8	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-

	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	4	3	3	3	1	3	1	8	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Kurt Helborg	4	7	3	4	4	3	6	4	9	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Ludwig Schwarzhelm	4	6	5	4	4	2	5	3	8	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Luthor Huss	4	5	3	4	4	2	4	2	8	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Master Engineer	4	3	4	3	3	2	3	1	7	In
Mortar	-	-	-	-	7	3	-	-	-	WM
- Crewman	4	3	3	3	3	1	3	1	7	
Outrider	4	3	4	3	3	1	3	1	7	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Pistolier	4	3	3	3	3	1	3	1	7	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Spearman	4	3	3	3	3	1	3	1	7	In
Steam Tank	special	-	-	6	6	10	-	special	-	Un
- Engineer Cmdr.	-	-	4	-	-	-	-	-	10	Un
Swordsman	4	4	3	3	3	1	4	1	7	In
The War Altar	-	-	-	5	5	5	-	-	-	Ch
- Warhorse	8	3	-	3	-	-	3	1	5	-
Warrior Priest	4	4	3	4	4	2	4	2	8	In
Wizard Lord	4	3	3	3	4	3	3	1	8	In

HIGH ELVES

	M	WS	BS	S	T	W	I	A	Ld	Type
Alith Anar	5	7	7	4	3	3	9	4	10	In
Archer	5	4	4	3	3	1	5	1	8	In
Archmage	5	4	4	3	3	3	5	1	9	In
Bolt Thrower	-	-	-	-	7	3	-	-	-	WM
- Crew	5	4	4	3	3	1	5	1	8	-
Caradryan	5	6	6	4	3	2	7	3	9	In
Dragon Mage	5	4	4	3	3	2	6	2	8	In
Dragon Prince	5	5	4	3	3	1	6	2	9	Ca
- Elven steed	9	3	0	3	3	1	4	1	5	-
Ellyrian Reaver	5	4	4	3	3	1	5	1	8	Ca
- Elven steed	9	3	0	3	3	1	4	1	5	-
Eltharion	5	8	6	4	3	3	8	4	10	In
- Stormwing	6	6	0	5	5	5	7	4	8	Mo
Great Eagle	2	5	0	4	4	3	4	2	8	MB



	M	WS	BS	S	T	W	I	A	Ld	Type
Griffon	6	5	0	5	5	4	5	4	7	Mo
Korhil	5	6	6	4	3	2	7	3	9	In
Lion Chariot	-	-	-	5	4	4	-	-	-	Ch
- Crew	-	5	4	4	-	-	5	1	8	-
- War Lions	8	5	-	5	-	-	4	2	-	-
Mage	5	4	4	3	3	2	5	1	8	In
Moon Dragon	6	6	0	6	6	6	3	5	8	Mo
Noble	5	6	6	4	3	2	7	3	9	In
Phoenix Guard	5	5	4	3	3	1	6	1	9	In
Prince	5	7	6	4	3	3	8	4	10	In
Sea Guard	5	4	4	3	3	1	5	1	8	In
Shadow Warrior	5	5	4	3	3	1	5	1	8	In
Spearman	5	4	4	3	3	1	5	1	8	In
Silver Helm	5	4	4	3	3	1	5	1	8	Ca
- Elven steed	9	3	0	3	3	1	4	1	5	-
Star Dragon	6	7	0	7	6	7	2	6	9	Mo
Sun Dragon	6	5	0	5	6	5	4	4	7	Mo
Sword Master	5	6	4	3	3	1	5	2	8	In
Teclis	5	3	3	2	2	3	5	1	10	In
Tiranoc Chariot	-	-	-	5	4	4	-	-	-	Ch
- Crew	-	4	4	3	-	-	5	1	8	-
- Elven steed	9	3	-	3	-	-	4	1	-	-
Tyrion	5	9	7	4	3	4	10	4	10	MC
- Malhandir	10	4	0	4	3	1	5	2	7	-
White Lion	5	5	4	4	3	1	5	1	8	In

WOOD ELVES

	M	WS	BS	S	T	W	I	A	Ld	Type
Branchwraith	5	6	0	4	4	2	8	3	8	In
Dryad	5	4	0	4	4	1	6	2	8	In
Drycha	5	7	4	5	4	3	8	5	8	In
Eternal Guard	5	5	4	3	3	1	5	1	9	In
Forest Dragon	6	6	0	6	6	6	3	5	8	Mo
Glade Guard	5	4	4	3	3	1	5	1	8	In
Glade Rider	5	4	4	3	3	1	5	1	8	Ca
- Elven Steed	9	3	0	3	3	1	4	1	5	-
Great Eagle	2	5	0	4	4	3	4	2	8	MB
Great Stag	9	5	0	5	4	3	4	2	7	MB
Highborn	5	7	6	4	3	3	8	4	10	In
Naestra	5	6	6	4	3	2	7	3	9	In
- Arahan	5	6	6	4	3	2	7	3	9	In
Noble	5	6	6	4	3	2	7	3	9	In
Orion	9	8	5	5	5	6	9	6	10	MI
- Hound	9	4	0	4	3	1	4	1	6	WB
Spellsinger	5	4	4	3	3	2	5	1	8	In
Spellweaver	5	4	4	3	3	3	5	1	9	In
Tree Kin	5	4	0	5	5	3	3	3	8	MI
Treeman Ancient	5	5	0	6	6	6	2	5	9	Mo
Treeman	5	5	0	6	6	6	2	5	8	Mo
Unicorn	10	5	0	4	4	3	5	2	8	MB
Wardancer	5	6	4	3	3	1	6	1	8	In
Warhawk Rider	5	4	4	3	3	2	5	1	8	MC
- Warhawk	1	4	0	4	3	-	5	1	5	-
Waywatcher	5	4	5	3	3	1	5	1	8	In
Wild Rider	5	5	4	4	3	1	5	1	9	Ca
- Elven Steed	9	3	0	3	3	1	4	1	5	-

LIZARDMEN

	M	WS	BS	S	T	W	I	A	Ld	Type
Ancient Stegadon	6	3	0	6	6	5	1	3	6	Mo
- Skink Crew	6	2	3	3	2	1	4	1	6	-
Barbed Razordon	6	3	3	5	4	3	4	2	4	WB
- Skink Handler	6	2	3	3	2	1	4	1	6	-
Carnosaur	7	3	0	7	5	5	2	4	5	Mo
Chakax	4	5	0	5	5	2	3	4	8	In
Chameleon Skink	6	2	4	3	2	1	4	1	6	In
Cold One Rider	4	4	0	4	4	1	2	2	8	Ca
- Cold One	7	3	0	4	4	1	2	1	3	-
Gor-Rok	4	5	0	5	5	2	3	4	8	In
Jungle Swarm	5	3	0	2	2	5	1	5	10	Sw
Kroq-Gar	4	6	3	5	5	3	4	5	8	In
- Grymloq	7	3	0	7	5	5	2	5	5	Mo
Kroxigor	6	3	0	4	4	3	1	3	7	MI
Lord Kroak	4	1	3	3	5	6	1	1	9	In
Lord Mazdamundi	4	2	3	3	4	5	2	1	9	In
- Zlaaq	6	3	0	6	6	5	1	3	6	Mo
Oxyotl	6	4	5	4	3	2	5	3	7	In
Salamander	6	3	3	5	4	3	4	2	4	WB
- Skink Handler	6	2	3	3	2	1	4	1	6	-
Saurus Oldblood	4	6	0	5	5	3	4	5	8	In
Saurus Scar-Veteran	4	5	0	5	5	2	3	4	8	In
Saurus Warrior	4	3	0	4	4	1	1	2	8	In
Skink	6	2	3	3	2	1	4	1	6	In
Skink Chief	6	4	5	4	3	2	6	3	7	In
Skink Priest	6	2	3	3	2	2	4	1	6	In
Skink Skirmisher	6	2	3	3	2	1	4	1	6	In
Slann Mage-Priest	4	2	3	3	4	5	2	1	9	In
Stegadon	6	3	0	5	6	5	2	4	6	Mo
- Skink Crew	6	2	3	3	2	1	4	1	6	-
Tehenhauin	6	4	4	4	3	3	6	3	8	In
- Tide of Serpents	-	2	-	2	-	-	2	D6	-	-
Temple Guard	4	4	0	4	4	1	2	2	8	In
Terradon Rider	6	2	3	3	3	2	4	1	6	MC
- Terradon	2	3	0	4	3	1	2	1	3	-
Terradon	2	3	0	4	3	1	2	1	3	MB
Tetto'eko	6	2	3	2	2	2	4	1	6	In
Tiktaq'to	6	4	5	4	3	2	6	3	8	MC
- Zwup	2	3	0	4	3	1	2	1	3	-

OGRE KINGDOMS

	M	WS	BS	S	T	W	I	A	Ld	Type
Bruiser	6	5	3	5	5	4	3	4	8	MI
Butcher	6	3	2	4	5	4	2	3	7	MI
Gnoblar	4	2	3	2	3	1	3	1	5	In
Gorger	6	3	0	5	5	4	2	4	8	MI
Greasus	4	6	3	5(10)	6	6	1	3	9	Mo
Hunter	6	5	4	5	5	4	3	4	9	MI
- Sabretusk	8	4	0	4	4	2	4	3	4	WB
Irongut	6	3	2	4	4	3	2	3	8	MI
Leadbelcher	6	3	3	4	4	3	2	3	7	MI
Maneater	6	4	4	5	4	3	3	4	8	MI
Ogre Bull	6	3	2	4	4	3	2	3	7	MI
Scraplauncher	-	-	-	5	5	5	-	-	-	Ch
- Gnoblar Scrappers	-	2	-	2	-	-	3	6	5	-
- Rhinox	6	3	-	5	-	-	2	3	-	-
Slaughtermaster	6	4	3	4	5	5	3	4	8	MI
Slavegiant	6	3	3	6	5	6	3	special	10	Mo
Skrag	6	5	3	5	6	5	3	4	9	MI
Trapper	4	2	3	2	3	1	3	1	5	In
Tyrant	6	6	4	5	5	5	4	5	9	MI
Yhetee	7	3	0	5	4	3	4	3	7	MI

DARK ELVES

	M	WS	BS	S	T	W	I	A	Ld	Type
Assassin	5	9	9	4	3	2	10	3	10	In
Black Ark Corsairs	5	4	4	3	3	1	5	1	8	In
Black Dragon	6	6	0	6	6	6	3	5	8	Mo
Black Guard	5	5	4	3	3	1	6	2	9	In
Cauldron of Blood (Hag)	5	4	4	3	3	1	6	2	8	Un
Cold One Chariot	-	-	-	5	5	4	-	-	-	Ch
- Charioteer	-	5	4	4	-	-	6	1	9	-
- Cold One	7	3	0	4	-	-	2	1	3	-
Cold One Knights	5	5	4	4	3	1	6	1	9	Ca
- Cold One	7	3	0	4	4	1	2	1	3	-
Crone Hellebron	5	7	6	4	3	3	9	4	10	In
Crossbowman	5	4	4	3	3	1	5	1	8	In
Dark Pegasus	8	3	0	4	4	3	4	2	6	MB
Dark Rider	5	4	4	3	3	1	5	1	8	Ca
- Dark Steed	9	3	0	3	3	1	4	1	5	-
Death Hag	5	6	6	4	3	2	8	3	9	In
Dreadlord	5	7	6	4	3	3	8	4	10	In
Har Ganeth Executioners	5	5	4	4	3	1	5	1	8	In
Harpy	5	3	0	3	3	1	5	2	6	In

	M	WS	BS	S	T	W	I	A	Ld	Type
War Hydra	6	4	0	5	5	5	2	7	6	Mo
- Beastmaster	6	4	4	3	3	1	5	2	8	-
Kouran	5	5	4	3	3	1	6	3	9	In
Lokhir Fellheart	5	6	6	4	3	2	7	3	9	In
Malekith	5	8	6	5	4	3	8	4	10	In
Malus Darkblade	5	6	5	4	3	2	7	3	9	Ca
- Spite	7	3	0	4	4	1	2	2	4	-
Manticore	6	5	0	5	5	4	5	4	5	Mo
Master	5	6	6	4	3	2	7	3	9	In
Morathi	5	5	4	3	3	3	6	3	10	In
- Sulephet	8	4	0	4	4	3	4	3	6	MB
Reaper Bolt Thrower	-	-	-	-	7	3	-	-	-	WM
- Crew	5	4	4	3	3	1	5	1	8	-
Shade	5	5	5	3	3	1	5	1	8	In
Shadowblade	6	10	10	4	3	2	10	3	10	In
Sorceress	5	4	4	3	3	2	5	1	8	In
Supreme Sorceress	5	4	4	3	3	3	5	1	9	In
Tullaris of Har Ganeth	5	5	4	4	3	1	5	2	8	In
Warrior	5	4	4	3	3	1	5	1	8	In
Witch Elf	5	4	4	3	3	1	6	1	8	In

SKAVEN

	M	WS	BS	S	T	W	I	A	LD	Type
Assassin	6	6	5	4	4	2	8	3	7	In
Bonebreaker	6	4	3	5	5	4	3	5	5	MB
Censer Bearer	5	3	3	3	4	1	3	2	5	In
Chieftain	5	5	4	4	4	2	6	3	6	In
Clanrat	5	3	3	3	3	1	4	1	5	In
Deathmaster Snikch	6	8	6	4	4	2	10	6	8	In
Doomwheel	3D6	-	-	6	6	5	-	*	-	Un
- Crew	-	3	3	2	-	-	4	2D6	7	-
Giant Rat	6	3	1	3	3	1	4	1	3	WB
- Packmaster	6	3	3	3	3	1	4	1	5	In
- Master Moulder	6	5	3	4	4	2	5	2	6	In
Great Pox Rat	6	3	3	4	4	1	5	2	2	WB
Grey Seer	5	3	3	3	4	3	5	1	7	In
Gutter Runner	6	4	4	3	3	1	5	1	7	In
Hell Pit Abomination	3D6	3	1	6	5	6	4	*	8	Mo
Ikit Claw	5	5	3	5	4	3	3	2	7	In
Jezzail Team	5	3	3	3	3	1	3	2	5	In
Lord Skrolk	5	6	4	4	5	3	6	4	7	In
Night Runner	6	3	3	3	3	1	5	1	6	In
Plagueclaw Catapult	-	-	-	-	6	4	-	-	-	WM
- Plague Monk Crew	5	3	3	3	4	1	3	D6	7	-
Plague Furnace	-	-	-	5	6	6	-	-	-	Un
- Plague Monk Crew	-	3	-	3	-	-	3	6	-	-
Plague Monk	5	3	3	3	4	1	3	1	5	In
Plague Priest	5	5	3	4	5	2	5	3	6	In
Poison W. Globadier	5	3	3	3	3	1	4	1	5	In
Queek Headtaker	5	7	4	4	4	3	7	6	8	In
Rat Ogre	6	3	1	5	4	3	4	3	5	MI
- Packmaster	6	3	3	3	3	1	4	1	5	In
- Master Moulder	6	5	3	4	4	2	5	2	6	In

	M	WS	BS	S	T	W	I	A	LD	Type
Rat Swarm	6	3	0	2	2	5	4	5	10	Sw
Screaming Bell	-	-	-	5	6	6	-	-	-	Un
- Rat Ogre Crew	-	3	-	5	-	-	4	3	-	-
Skavenslave	5	2	2	3	3	1	4	1	2	In
Skweel Gnawtooth	6	5	3	4	4	2	6	2	6	In
Stormvermin	5	4	3	3	3	1	5	1	5	In
Thanquol	5	3	3	3	4	3	6	1	7	In
- Boneripper	5	3	1	5	5	3	1	4	10	MI
Throt the Unclean	6	6	3	4	4	3	6	4	7	In
Tretch Craventail	5	5	4	4	4	2	6	3	6	In
Vermin Lord	8	8	4	6	5	5	10	5	8	Mo
War-litter	5	4	-	4	-	-	5	4	-	In
Warlock Engineer	5	3	3	3	3	2	4	1	5	In
Warlord	5	6	4	4	4	3	7	4	7	In
Warp Ltng. Cannon	-	-	-	-	6	4	-	-	-	WM
- Engineer & Crew	5	3	3	3	3	1	3	3	7	-
Weapon Team	5	3	3	3	3	1	3	2	5	In

BEASTMEN

	M	WS	BS	S	T	W	I	A	Ld	Type
Beastlord	5	6	3	5	5	3	5	4	9	In
Bestigor	5	4	3	4	4	1	3	1	7	In
Bray-Shaman	5	4	3	3	4	2	3	1	7	In
Centigor	8	4	3	4	4	1	2	2	7	Ca
Chaos Spawn	2D6	3	0	4	5	3	2 D6+1		10	MB
Chaos Warhound	7	4	0	3	3	1	3	1	5	WB
Cygor	7	2	1	6	5	5	3	5	8	Mo
Doombull	6	6	3	6	5	5	5	5	8	MI
Ghorgon	7	4	0	6	6	6	3	6	10	Mo
Ghorros	8	5	3	5	4	2	3	4	8	Ca
Giant	6	3	3	6	5	6	3 special		10	Mo
Gor	5	4	3	3	4	1	3	1	7	In
Gorebull	6	5	3	5	5	4	4	4	7	MI
Gorthor	5	7	3	5	5	3	5	5	9	In
- Bagrar	-	4	3	4	-	-	4	2	7	-
Great Bray-Shaman	5	5	3	4	5	3	4	2	8	In
Harpy	5	3	0	3	3	1	5	2	6	In
Jabberslythe	8	4	4	5	5	5	3	5	9	Mo
Khazrak	5	7	1	5	5	3	5	4	9	In

	M	WS	BS	S	T	W	I	A	Ld	Type
Malagor	5	5	3	4	5	3	4	2	8	In
Minotaur	6	4	3	5	4	3	3	3	7	MI
Moonclaw	5	3	3	4	4	2	3	3	7	In
- Umbralok	7	3	0	4	4	1	2	3	6	WB
Morghur	5	6	3	4	5	2	4	3	8	In
Razorgor Chariot	-	-	-	5	5	5	-	-	-	Ch
- Bestigor	-	4	3	4	-	-	3	1	7	-
- Gor	-	4	3	3	-	-	3	1	7	-
- Razorgor	7	3	-	5	-	-	2	4	-	-
Razorgor	7	3	0	5	5	3	2	4	6	MB
Slugtongue	5	4	3	3	4	2	3	1	7	In
Taurox	6	6	3	6	6	5	5	6	8	MI
Tuskgor Chariot	-	-	-	5	4	4	-	-	-	Ch
- Bestigor	-	4	3	4	-	-	3	1	7	-
- Gor	-	4	3	3	-	-	3	1	7	-
- Tuskgor	7	3	-	4	-	-	2	1	-	-
Ungor	5	3	3	3	3	1	3	1	6	In
Ungrol	5	4	4	4	4	2	4	2	7	In
Wargor	5	5	3	4	5	2	4	3	8	In

ORCS AND GOBLINS

	M	WS	BS	S	T	W	I	A	Ld	Type
Azhag the Slaughterer	4	7	3	5	5	3	5	4	9	In
- Skullmuncha	4	5	0	6	5	5	3	3	6	Mo
Black Orc Big Boss	4	6	3	4	5	2	3	3	8	In
Black Orc Warboss	4	7	3	5	5	3	4	4	9	In
Black Orc	4	4	3	4	4	1	2	1	8	In
Boar Boy	4	3	3	3	4	1	2	1	7	Ca
- Boar	7	3	0	3	4	1	3	1	3	-
Fanatic	2D6	-	-	5	3	1	3	D6	10	Un
Giant Wolf	9	3	0	3	3	1	3	1	3	WB
Giant	6	3	3	6	5	6	3 special		10	Mo
Gigantic Spider	7	3	0	4	4	3	4	3	7	MB
Goblin	4	2	3	3	3	1	2	1	6	In
Goblin Big Boss	4	4	3	4	4	2	3	3	7	In
Goblin Doom Diver Catapult	-	-	-	-	7	3	-	-	-	WM
- Goblin crew	4	2	3	3	3	1	2	1	6	-
Goblin Great Shaman	4	2	3	3	4	3	2	1	7	In
Goblin Rock Lobber	-	-	-	-	7	3	-	-	-	WM
- Goblin crew	4	2	3	3	3	1	2	1	6	-
- Orc Bully	4	3	3	3	4	1	2	1	7	-
Goblin Shaman	4	2	3	3	3	2	2	1	6	In
Goblin Spear Chucka	-	-	-	-	7	3	-	-	-	WM
- Goblin crew	4	2	3	3	3	1	2	1	6	-
- Orc Bully	4	3	3	3	4	1	2	1	7	-
Goblin Warboss	4	5	3	4	4	3	4	4	8	In
Goblin Wolf Chariot	-	-	-	5	4	3	-	-	-	Ch
- Goblin	-	2	3	3	-	-	2	1	6	-
- Giant Wolf	9	3	-	3	-	-	3	1	3	-
Goblin Wolf Riders	4	2	3	3	3	1	2	1	6	Ca
- Giant Wolf	9	3	0	3	-	-	3	1	3	
Gorbad Ironclaw	4	7	3	5	5	3	5	4	10	Ca
- Gnarla	7	3	0	4	4	1	3	1	3	-
Great Cave Squig	3D6	4	0	5	4	3	3	3	3	MB

	M	WS	BS	S	T	W	I	A	Ld	Type
Grimgor Ironhide	4	8	1	5	5	3	5	7	9	In
Grom	4	5	3	4	4	3	4	4	8	In
- Niblit	-	3	-	3	-	-	2	1	-	-
Night Goblin	4	2	3	3	3	1	3	1	5	In
Night Goblin Big Boss	4	4	3	4	4	2	4	3	6	In
Night Goblin Great Shaman	4	2	3	3	4	3	3	1	6	In
Night Goblin Shaman	4	2	3	3	3	2	3	1	5	In
Night Goblin Warboss	4	5	3	4	4	3	5	4	7	In
Orc	4	3	3	3	4	1	2	1	7	In
Orc Big 'Un	4	4	3	4	4	1	2	1	7	In
Orc Big Boss	4	5	3	4	5	2	3	3	8	In
Orc Boar Chariot	-	-	-	5	5	4	-	-	-	Ch
- Orc	-	3	-	3	-	-	2	1	7	-
- Boar	7	3	-	3	-	-	3	1	-	-
Orc Great Shaman	4	3	3	4	5	3	2	1	8	In
Orc Shaman	4	3	3	3	4	2	2	1	7	In
Orc Warboss	4	6	3	5	5	3	4	4	9	In
Savage Orcs	Savage Orcs of all types have the same profiles as the corresponding 'normal' Orc.									
Skarsnik	4	5	3	4	4	6	5	4	8	MB
- Gobbla	-	5	-	6	-	-	4	4	-	-
Snotling base	4	2	0	2	2	3	3	3	4	Sw
Snotling Pump Wagon	2D6	-	-	4	4	3	-	-	-	Ch
- Snotling Crew	-	2	-	2	-	-	3	3	4	-
Spider Rider	4	2	3	3	3	1	2	1	6	Ca
- Giant Spider	7	3	0	3	3	1	4	1	2	
Squig Hopper	3D6	4	0	5	3	1	3	2	5	Ca
Squig	4	4	0	5	3	1	3	2	3	WB
Troll	6	3	1	5	4	3	1	3	4	MI
Wyvern	4	5	0	6	5	5	3	3	6	Mo

DAEMONS OF CHAOS

	M	WS	BS	S	T	W	I	A	LD	Type
Beast of Nurgle	6	3	0	4	5	4	1	D6+1	7	MB
Blood Chariot	-	-	-	5	5	4	-	-	-	Ch
- Juggernaut	7	5	-	5	-	-	2	2	7	-
Burning Chariot	-	-	-	4	4	4	-	-	-	Ch
- Screamer	1	3	-	3	-	-	4	1	7	-
Bloodletter	5	5	0	5	3	1	4	1	7	In
Bloodthirster	8	10	0	6	6	5	9	7	9	Mo
The Blue Scribes	1	3	0	3	3	3	2	3	7	Ca
The Changeling	4	3	0	3	3	1	3	1	7	In
Chaos Fury	4	3	0	4	3	1	4	1	2	In
Daemonette	6	5	0	3	3	1	5	2	7	In
Daemon Prince	8	8	0	5	5	4	7	5	8	Mo
Disc of Tzeentch	1	3	0	3	3	1	4	1	7	WB
Epidemius	4	5	0	4	6	2	3	3	8	In
- Palanquin	4	3	0	3	3	1	3	6	7	-
Fiend of Slaanesh	10	4	0	4	4	3	6	4	7	MB
Flamer	6	2	4	5	4	2	4	2	7	In
Flesh Hound	8	5	0	5	4	2	4	2	7	WB
Great Unclean One	6	4	0	6	6	10	4	4	9	Mo
Herald of Khorne	5	7	0	6	4	2	6	3	8	In

	M	WS	BS	S	T	W	In	A	LD	Type
Herald of Nurgle	4	5	0	5	5	2	2	3	8	In
Herald of Slaanesh	6	7	0	4	3	2	7	4	8	In
Herald of Tzeentch	4	3	4	3	3	2	3	2	8	In
Juggernaut	7	5	0	5	4	1	2	2	7	MB
Kairos Fateweaver	8	1	0	5	5	5	1	1	9	Mo
Karanak	8	5	0	5	4	2	4	4	7	WB
Keeper of Secrets	10	9	0	6	6	5	10	6	9	Mo
Ku'gath Plaguefather	4	4	0	6	6	10	4	4	9	Mo
Lord of Change	8	6	4	6	6	5	6	5	9	Mo
The Masque	10	7	0	4	3	2	7	5	8	In
Nurglings	4	3	0	3	3	3	3	3	7	Sw
Palanquin	4	3	0	3	3	1	3	6	7	In
Pink Horror	4	3	0	3	3	1	3	1	7	In
Plaguebearer	4	3	0	4	4	1	1	1	7	In
Screamer	1	3	0	3	3	1	4	1	7	WB
Seeker Chariot	-	-	-	5	4	4	-	-	-	Ch
- Steed of Slaanesh	10	3	-	3	-	-	5	1	7	-
Skarbrand	8	10	0	6	6	5	10	7(8)	9	Mo
Skulltaker	4	9	0	6	4	2	9	4	8	In
Steed of Slaanesh	10	3	0	3	3	1	5	1	7	WB

VAMPIRE COUNTS

	M	WS	BS	S	T	W	I	A	Ld	Type
Abyssal Terror	6	4	0	5	5	4	2	3	4	Mo
Bat Swarm	1	3	0	2	2	4	1	4	3	Sw
Black Coach	-	-	-	5	6	4	-	-	-	Ch
- Cairn Wraith	-	3	-	3	-	-	2	3	5	-
- Nightmare	8	3	-	4	-	-	2	1	-	-
Black Knight	4	3	0	4	4	1	3	1	6	Ca
- Skeletal Steed	8	2	0	3	3	1	2	1	3	-
Blood Knight	4	5	3	5	4	1	4	2	7	Ca
- Nightmare	8	3	0	4	4	1	2	1	3	-
Cairn Wraith	6	3	0	3	3	2	2	3	5	In
Corpse Cart	4	2	0	2	4	3	1	2D6	7	Mo
Count Mannfred	6	7	5	5	5	3(5)	7	4	10	In
Crypt Ghoul	4	3	0	3	4	1	3	2	5	In
Dire Wolf	9	3	0	3	3	1	3	1	3	WB
Fell Bat	1	3	0	3	3	2	3	2	3	WB
Grave Guard	4	3	0	4	4	1	3	1	6	In
Hellsteed	8	3	0	4	4	1	2	1	3	WB
Isabella von Carstein	6	4	4	4	4	2	6	2	7	In

	M	WS	BS	S	T	W	I	A	Ld	Type
Konrad von Carstein	6	7	4	5	4	2	6	3	6	In
Mannfred the Acolyte	6	6	4	5	4	2	6	3	7	In
Necromancer	4	3	3	3	3	2	3	1	7	In
Skeleton	4	2	2	3	3	1	2	1	3	In
Spirit Host	6	3	0	3	3	4	1	4	4	Sw
Tomb Banshee	6	3	0	3	3	2	3	1	5	In
Vampire Lord	6	7	5	5	5	3	7	4	10	In
Vampire	6	6	4	5	4	2	6	3	7	In
Varghulf	8	5	0	5	5	4	2	5	4	Mo
Vlad von Carstein	6	7	5	5	5	3	7	5	10	In
Wight King	4	4	0	4	5	3	4	3	9	In
Zombie Dragon	6	6	0	6	5	5	2	5	4	Mo
Zombie	4	1	0	2	2	1	1	1	2	In

ARCANE CREATURES

The profiles given below are included for use with the *Transformation of Kadon* spell from the Lore of Beasts.

	M	WS	BS	S	T	W	I	A	Ld	Type	SPECIAL RULES
Black Hydra	6	4	0	5	5	5	2	7	8	Mo	Large Target, Terror, 4+ Scaly Skin, Regenerate, Breath Weapon (Strength 4)
Mountain Chimera	6	7	0	7	7	10	5	4D6	6	Mo	Terror, Poisoned Attacks, Fly, Frenzy, Random Attacks (4D6) Breath Weapon (Strength 4)
Feral Manticore	6	5	0	5	5	4	5	4	5	Mo	Large Target, Terror, Killing Blow, Fly, Frenzy
Horned Dragon	6	5	0	5	6	5	4	4	7	Mo	Large Target, Terror, 4+ Scaly Skin, Breath Weapon (Strength 2), Fly
Great Fire Dragon	6	8	0	8	8	8	1	8	9	Mo	Terror, 2+ Scaly Skin, Breath Weapon (Strength 5), Fly

WARRIORS OF CHAOS

	M	WS	BS	S	T	W	I	A	Ld	Type
Archaon	4	9	5	5	5	4	7	5	10	MC
- Dorghar	8	4	0	5	5	1	3	3	9	-
Chaos Dragon	6	6	0	6	6	6	3	6	8	Mo
Chaos Knight	4	5	3	4	4	1	5	2	8	Ca
- Chaos Steed	8	3	0	4	3	1	3	1	5	-
Chaos Lord	4	8	3	5	5	3	7	5	9	In
Chaos Sorcerer	4	5	3	4	4	2	5	2	8	In
Chaos Spawn	2D6	3	0	4	5	3	2	D6+1	10	MB
Chaos Warhounds	7	4	0	3	3	1	3	1	5	WB
Chaos Warrior	4	5	3	4	4	1	5	2	8	In
Chaos Warshrine	4	5	3	4	6	4	5	5	8	Mo
Chariot	-	-	-	5	5	4	-	-	-	Ch
- Warriors	-	5	3	4	-	-	5	2	8	-
- Chaos Steeds	8	3	-	4	-	-	3	1	-	-
Chosen	4	6	3	4	4	1	5	2	8	In
Daemonic Mount	8	4	0	5	5	1	3	2	8	MB
Daemon Prince	8	8	0	5	5	4	7	5	8	Mo
Disc of Tzeentch	1	3	0	3	3	1	4	1	7	WB
Dragon Ogre	7	4	2	5	4	4	2	3	8	MB
Exalted Hero	4	7	3	5	4	2	6	4	8	In
Festus	4	4	2	4	4	2	2	2	8	In
Forsaken	6	4	0	4	4	1	4	D3+1	8	In

	M	WS	BS	S	T	W	I	A	Ld	Type
Galrauch	6	6	6	6	6	6	6	6	9	Mo
Giant	6	3	3	6	5	6	3	special	10	Mo
Hellcannon	6	4	3	5	6	5	1	5	4	Mo
- Chaos Dwarfs	3	4	3	3	4	1	2	1	9	-
Juggernaut	7	5	0	5	4	1	2	2	7	MB
Kholek	8	8	3	8	6	8	1	7	9	Mo
Manticore	6	5	0	5	5	4	5	4	5	Mo
Marauder	4	4	3	3	3	1	4	1	7	In
Marauder Horsemen	4	4	3	3	3	1	4	1	7	Ca
- Warhorse	8	3	0	3	3	1	3	1	5	-
Ogre	6	3	2	4	4	3	2	3	7	MI
Palanquin	4	3	0	3	3	1	3	6	7	In
Prince Sigvald	4	8	3	5	4	3	8	5	10	In
Scyla Anfingrimm	3D6	4	0	5	5	4	3	D6+2	10	MB
Shaggoth	7	6	3	6	5	6	4	5	9	Mo
Sorcerer Lord	4	5	3	4	4	3	5	3	8	In
Steed of Slaanesh	10	3	0	3	3	1	5	1	7	WB
Throgg	6	5	2	6	5	4	2	5	8	MI
Troll	6	3	1	5	4	3	1	3	4	MI
Valkia	4	9	3	5	5	3	8	6	9	In
Vilitch	4	5	1	5	4	3	5	3	8	In
Wulfrik	4	8	3	5	4	2	7	4	8	In

THE LORES OF MAGIC

Wizards are a formidable force on the battlefield, able to wreak incredible destruction, weaken or strengthen other warriors, or summon terrible beasts to fight at their side. We've already covered the rules for the Magic phase – in this chapter, we'll discuss how spells are generated, and present the eight Battle Magic spell lores.

SPELL GENERATION

Before you deploy your Wizards, you need to determine which spells they know. The usual method for selecting spells is for each player to randomly generate spells for each Wizard.

When you chose your army, you should have selected which Lore of Magic each of your Wizards is going to use (if you haven't, shame on you. Go back, choose now and remember to do it properly for your next game). This will sometimes be one of the Lores of Battle Magic – the eight most commonly used sorcerous disciplines included in this rulebook, but many Wizards have race-specific spell lores to choose from as well, as described in the appropriate Warhammer Armies book.

The spells a Wizard knows are determined by rolling dice and consulting the Lore of Magic in question. This is done openly, so both you and your opponent will be aware of the spells each Wizard has generated. If your army includes more than one Wizard, you can choose the order in which you generate their spells.

Regardless of the Lore of Magic your Wizard has chosen to use, you'll notice that the spells are numbered between one and six. To randomly generate the Wizard's spells roll a D6 for each of his Wizard levels and consult the chosen lore to see what spells have been generated.

Ordinarily, each spell can only be known once in the same army. The only exceptions are where a spell is not generated randomly, such as:

- If a model has no choice over which spell(s) it knows, either because it is fixed by the model's rules, or because if has 'bought' a specific spell as part of army selection.
- If the army book or spell lore clearly states that a model can exchange another spell for the spell in question.

Otherwise, if you roll a spell twice (whether for the same Wizard or for a different Wizard in the army) you must normally replace the duplicate spell with another of your choice from the same Lore. If you cannot, because all the other spells have already been taken by other Wizards, for example, then this extra spell slot is lost.

SIGNATURE SPELLS

Some Lores of Magic have signature spells. A signature spell is so intrinsic to the lore's character that we can assume that any practitioner of that lore will know how to cast it. After choosing replacements for duplicate spells, a Wizard can always choose to substitute one of the spells he rolls with the signature spell of a lore – even if another Wizard in the same army already knows the signature spell.

Regardless of the spells your Wizards have generated, it's worth making a note on your army roster – its all too easy to forget which Wizard has exactly which spells otherwise!

Jervis has a Level 4 Celestial Wizard, who knows spells from the Lore of Heavens. When the Wizard is deployed, Jervis rolls four dice to generate his spells. He rolls 1, 2, 4 and 4, thus generating Harmonic Convergence, Wind Blast and two Urannon's Thunderbolts. As each spell can only be known once in the same army, Jervis must swap one of the Urannon's Thunderbolts for a different spell in the Lore of Heavens. In the end, he chooses to swap one Urannon's Thunderbolt for the formidable Chain Lightning! Jervis also wants to get hold of Iceshard Blizzard, the signature spell from the Lore of Heavens. He can exchange any of his spells to get

Beastman Bray-shaman

Iceshard Blizzard, so, figuring that Chain Lightning will give him all the zap he requires, Jervis exchanges his remaining Urannon's Thunderbolt, leaving him with Iceshard Blizzard, Harmonic Convergence, Wind Blast and Chain Lightning. If Jervis had another Celestial Wizard in his army, that Wizard would only be able to learn the remaining spells from the Lore of Heavens, and the signature spell 'Iceshard Blizzard'.

LORE ATTRIBUTES

Some Lores of Magic, including those presented in this book have something called a 'lore attribute'. This is essentially a grouping of one or more special rules that are applied to certain spells for that lore. A lore attribute might give certain spells an extra effect against a particular troop type, or alter the way a spell behaves. Regardless of the detail, a lore attribute only has an effect on spells from its own lore.

THE LORES OF BATTLE MAGIC

Each lore presented on the following pages is but a splinter of the pure magic practiced by the High Elves; one focused shard of magical energy, with a particular trait all of its own. The Lore of Fire, for example, is chiefly a repository of raging and destructive spells, whilst the Lore of Life specialises in spells of protection and healing. Each of the eight lores harnesses energy from one of the divisions in the Winds of Magic. Some kinds of energy are denser than others and sink low to permeate the ground, others are more rarefied, billowing like high clouds through the upper atmosphere.

Your choice of lores will depend on how you want to use your Wizards, and also upon how many you plan to field. Presented on the following pages are eight magical lores, the eight sorcerous traditions as taught by the High Elves to the Wizards of the Empire. Although many of the Warhammer world's races practise their own magical traditions and thus have their own spell lores (as detailed in the relevant Warhammer Armies book), most also have some understanding of at least one of the eight lores described in this section.

The Lore of Fire has its basis in powerful ranged attack spells, designed to wreak massive damage on your foes. If you see your Wizards as essentially 'magical artillery' then the Lore of Fire is probably the one for you.

The Lore of Beasts is dominated by augmentative spells that grant your models extra capabilities. It's best chosen if your army intends to win its battles in close combat, as a few timely spells from the Lore of Beasts can transform mediocre troops into fearsome battle winners.

The Lore of Metal is based around the manipulation and transformation of metals. As you might expect, enemies that rely heavily on armour should beware the Lore of Metal, as its spells either ignore armour, or turn it against its wearer with horrendous consequences.

The Lore of Light can broadly be described as protective magic, granting defensive bonuses to your troops. It also contains a few 'exorcism' spells that can banish Undead and Daemonic creatures.

The Lore of Life unleashes the power of the natural world. It is primarily a defensive lore, with an array of spells that heal your troops and augment their resilience.

The Lore of Heavens manipulates the forces of the sky, harnessing destructive weather or drawing upon the predictive power of astrology to alter probabilities – it's particularly effective against flying enemies.

The Lore of Shadow is a force of illusion and deception, relying chiefly on phantasmal attacks to sap the enemy's will (or ability) to fight.

Last, but not least, **The Lore of Death** has a formidable battery of short-ranged damage spells that specialise in zapping enemy characters. Death magic is more destructive even than Fire magic, but the Wizard has to be pretty close to his foe (perhaps dangerously close) to use the Lore of Death to its full, fearsome potential.

Goblin Shaman

THE LORE OF FIRE

Bright magic, Immolation, Pyromancy

KINDLEFLAME *(Lore Attribute)*

Fire feeds fire, and two blazes together are more dangerous than two apart. All of the spells in the Lore of Fire are Flaming Attacks. In addition, if a direct damage or magic missile spell from the Lore of Fire is cast at a unit that has already been hit by a direct damage or magic missile spell from the Lore of Fire in the same Magic phase (even if the spell was cast by a different Wizard) the casting Wizard adds +D3 to his casting total.

FIREBALL (Signature Spell) — Cast on 5+

The Wizard conjures a roiling ball of magic flame and hurls it at a nearby foe.

Fireball is a magic missile with a range of 24" and causes D6 Strength 4 hits. The Wizard can choose to extend the range of this spell to 36" and the number of hits to 2D6. If he does so, the casting value is increased to 10+. Alternatively, the Wizard can choose to extend the range of this spell to 48" and the number of hits to 3D6. If he does so, the casting value is increased to 18+.

1. CASCADING FIRE-CLOAK — Cast on 5+

A shield of flame appears around the Wizard, scorching nearby foes.

Remains in play. *Cascading Fire-Cloak* is an augment spell cast upon the Wizard and his unit (if any). At the end of each Magic phase, any enemy unit in base contact with the target immediately suffers 2D6 Strength 4 hits.

2. FLAMING SWORD OF RHUIN — Cast on 8+

The Wizard ensorcels his allies' weapons, making them burn with a savagely hungry flame.

Flaming Sword of Rhuin is an augment spell with a range of 24". The target unit has a +1 bonus when rolling to wound with all shooting and close combat attacks until the start of the caster's next Magic phase. The target unit also counts as having both magical attacks and the Flaming Attacks special rule. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 11+.

3. THE BURNING HEAD — Cast on 10+

A cackling visage, wreathed in flame, appears before the Wizard. With a final screech of glee, it bounds towards the enemy.

The Burning Head is a direct damage spell. Extend a straight line, 18" in length, within the caster's front arc and directly away from his base. Each model in the way (determined as for a bouncing cannonball) suffers a Strength 4 hit. A unit that suffers one or more casualties from *the Burning Head* must take a Panic test. The Wizard can choose to extend *the Burning Head's* 'bounce' to 36". If he does so, the casting value is increased to 13+.

4. PIERCING BOLTS OF BURNING — Cast on 10+

Focusing all his mystical might, the Wizard strikes his foe with a flurry of incandescent missiles.

Piercing Bolts of Burning is a magic missile with a range of 24" and causes D3 Strength 4 hits for each rank of five or more models in the target unit. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. FULMINATING FLAME CAGE — Cast on 11+

Searing rods of magical flame shoot from the Wizard's outstretched hands, trammelling his chosen foe in a fiery prison.

Fulminating Flame Cage is a hex spell with a range of 24". The target unit immediately suffers D6 Strength 4 hits. In addition, if the target unit moves for any reason, every model in the unit suffers an immediate Strength 4 hit and the spell ends. If the unit does not move, *Fulminating Flame Cage* automatically ceases at the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 14+.

6. FLAME STORM — Cast on 13+

A column of roiling flame bursts from the battlefield, the roar of its creation almost drowning out the screams of its victims.

Flame Storm is a direct damage spell. Place the small round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 4 hit. The Wizard can choose to create a larger conflagration, using the large template rather than the small template. If he does so, the casting value is increased to 16+ and the template scatters 2D6" rather than D6".

THE LORE OF BEASTS

Amber Magic, Totemcalling, Shapeshifting

WILDHEART *(Lore Attribute)*

Spells from the Lore of Beasts are easier to cast on beasts, or creatures attuned to the wilderness. If a spell from the Lore of Beasts is targeted on one or more units of war beasts, cavalry, monstrous beasts, monstrous cavalry, chariots, monsters, swarms or any unit from Warhammer Armies: Beastmen, then the casting difficulty of the spell is reduced by 1.

WYSSAN'S WILDFORM (Signature Spell) Cast on 10+

The Wizard unleashes the beast within, shaping its fury to transform his allies in to bestial forms.

Wyssan's Wildform is an augment spell with a range of 12". The target unit gains +1 Strength and +1 Toughness until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 13+.

1. THE FLOCK OF DOOM Cast on 5+

With a mighty bellow, the Wizard invokes Corvus the Crow Lord, summoning his servants to peck at the foe's eyes.

The Flock of Doom is a magic missile with a range of 24" and causes 2D6 Strength 2 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 8+.

2. PANN'S IMPENETRABLE PELT Cast on 8+

Calling upon the beast-spirits of the wild, the Wizard sheathes his vulnerable flesh in unyielding fur and hide.

Pann's Impenetrable Pelt is an augment spell that is cast upon the Wizard or another friendly character within 12". The target gains +3 Toughness until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 16+.

3. THE AMBER SPEAR Cast on 9+

Sounding a gnarled horn, the Wizard summons a glowing amber spear. Seizing hard upon the spear's translucent shaft, he hurls it at the foe with uncanny accuracy.

The Amber Spear is a magic missile with a range of 24". It inflicts a single Strength 6 hit that causes Multiple Wounds (D3) and then penetrates ranks in the same manner as a shot from a bolt thrower if the first model is slain – the Strength of the hit is reduced by 1 for each subsequent rank. Armour saves are not permitted against wounds caused by *the Amber Spear*. The Wizard can attempt to call forth a larger, deadlier spear that inflicts a Strength 10 hit, causing Multiple Wounds (D6). If he does so, the casting value is increased to 15+.

4. THE CURSE OF ANRAHEIR Cast on 10+

At the Wizard's command, nebulous nature spirits assail the foe, clawing at them with hands not nearly as insubstantial as they appear.

The Curse of Anraheir is a hex with a range of 36". The target unit suffers a -1 penalty to its To Hit rolls (to both its shooting and close combat attacks) until the start of the caster's next Magic phase. In addition, the unit treats all terrain (other than impassable terrain) as dangerous terrain and will fail Dangerous Terrain tests on a 1 or 2, rather than a 1. The Wizard can choose to extend the range of this spell to 72". If he does so, the casting value is increased to 13+.

5. THE SAVAGE BEAST OF HORROS Cast on 10+

The beast within is a formidable thing if unleashed to its full potential.

The Savage Beast of Horros is an augment spell with a range of 12" and is cast on a friendly character, which can be the Wizard himself. The model gains +3 Strength and +3 Attacks until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 20+.

6. TRANSFORMATION OF KADON Cast on 16+

Kadon was a master of forms, able to shift his shape to that of any monster. One day he found that he could not change back.

Remains in play. *The Transformation of Kadon* is an augment spell that can only be cast upon the Wizard, and only if he is on foot. Whilst the spell is in effect, the Wizard transmogrifies himself into one of the following monsters: Feral Manticore, Black Hydra, or Horned Dragon. If the Wizard is in a unit, he can remain within the unit, even though he is now technically a monster (although you may have to reorder the unit a little to make him fit – see page 98 for some guidance). If he cannot be placed because there is not enough room, the spell does not work. Whilst transformed, the Wizard cannot channel or cast spells, and all of his magic items and mundane equipment (armour, weapons, etc.) temporarily stop working. Any wounds suffered by the Wizard are carried over between transformations. The Wizard can choose to cast a more powerful version of the spell, and become a Mountain Chimera or a Great Fire Dragon. If he does so, the casting value increases to 20+. Profiles for these monsters can be found at the end of the Bestiary.

THE LORE OF METAL

Gold Magic, Alchemy, Transmutancy

METALSHIFTING *(Lore Attribute)*

Armour is little defence against a skilled alchemist – under his command, plates, links and rivets turn molten, searing their wearer. Magic missiles and direct damage spells from this Lore do not have a Strength – their To Wound score is always equal to the unmodified armour save of the target. For example, a model with light armour and shield (for a 5+ save) is wounded on a 5+, whilst a heavily armoured knight, who carries a shield and rides on a barded steed, is wounded on a 2+. Remember that a 1 always fails, so even a model with a 1+ armour save is only wounded on a 2+. Models without an armour save cannot be wounded. No armour saves are permitted against wounds caused by spells from the Lore of Metal, which also always count as Flaming Attacks.

SEARING DOOM (Signature Spell) Cast on 10+

A scintillating spray of sizzling silver slivers skips from the Wizard's outstretched fingers.

Searing Doom is a magic missile with a range of 24" and causes D6 hits. The Wizard can choose to have the spell instead inflict 2D6 hits. If he does so, the casting value is increased to 20+.

1. PLAGUE OF RUST Cast on 7+

At the Wizard's command, the armour of the enemy begins to rot, shedding away in clouds of tiny flakes.

Plague of Rust is a hex with a range of 24". The target's armour save is lowered by one point for the rest of the game (e.g. a model with light armour and shield will only have a 6+ save). *Plague of Rust* can be repeatedly cast on the same target, reducing its armour save by a further -1 each time. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 10+.

2. ENCHANTED BLADES OF AIBAN Cast on 9+

The Wizard sends powerful magic coursing over his allies' weapons, making them infinitely stronger and sharper than before.

Enchanted Blades of Aiban is an augment spell with a range of 24". The target unit has a +1 bonus when rolling to hit with all shooting and close combat attacks until the start of the caster's next Magic phase. All of their attacks also count as both magical attacks and have the Armour Piercing special rule. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 12+.

3. GLITTERING ROBE Cast on 9+

Shaping a sigil of power, the Wizard conjures a gaudy (but effective) cloak of shimmering scale to protect his allies.

Glittering Robe is an augment spell with a range of 12". The target unit has the Scaly Skin (5+) special rule until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly units within 12". If he does so, the casting value is increased to 16+.

4. GEHENNA'S GOLDEN HOUNDS Cast on 9+

Blowing on a glimmering golden whistle, the Wizard summons a massive pair of clockwork hounds, which bound after his chosen prey and drag it screaming to its doom.

Gehenna's Golden Hounds is a direct damage spell with a range of 12". Choose a single enemy model within range – it suffers D6 hits. This spell can be used to single out a character in a unit, although the character is allowed to make a "Look Out Sir!" roll for each of the hits (representing his comrades defending him from the hounds). The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+.

5. TRANSMUTATION OF LEAD Cast on 12+

As the Wizard gestures at his foes, their weapons become much heavier and cumbersome – twice the burden they were but moments before.

Transmutation of Lead is a hex with a range of 24". The target suffers a -1 penalty to its Weapon Skill, Ballistic Skill and armour saves until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 15+.

6. FINAL TRANSMUTATION Cast on 15+

The Wizard unleashes a hail of magical energy, transmuting the flesh of his foes to unliving golden statues.

Final Transmutation is a direct damage spell with a range of 18". Roll a D6 for every model in the target unit – on a 5+ it has been turned to gold and is removed as a casualty, with no saves of any kind allowed. Models with more than one wound on their profile are only affected on a roll of 6.

In addition, any enemy unit within 12" of the target at the start of their following turn (including the target itself) must test for Stupidity in order to overcome the lure of the riches that have appeared in their vicinity. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of the *Final Transmutation* is increased to 18+.

THE LORE OF LIGHT

White Wizardry, Soulkeeping, Guardian Magic

EXORCISM *(Lore Attribute)*

Light Magic excels at the scourging and destruction of supernatural creatures – foul creatures from the Realm of Chaos and the unquiet dead can all be banished back to whence they came by its blinding beams. If a spell from the Lore of Light inflicts a number of hits on an enemy unit, it will cause an extra D6 hits (e.g. 2D6 hits would become 3D6 hits) if the target is Undead or a Daemon.

SHEM'S BURNING GAZE (Signature Spell) Cast on 5+

Bolts of cleansing energy fly from the Wizard's hands, searing evil wherever they strike.

Shem's Burning Gaze is a magic missile with a range of 24" and causes D6 Strength 4 hits (which count as Flaming Attacks). The Wizard can choose to extend the range of this spell to 48" and increase the Strength from 4 to 6. If he does so, the casting value is increased to 15+.

1. PHÂ'S PROTECTION Cast on 6+

The Wizard calls upon the beneficent Guardian of Light to protect his allies from harm.

Phâ's Protection is an augment spell with a range of 24". All attacks against the target unit (shooting or close combat) suffer a -1 penalty to hit until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. The Wizard can choose to have this spell affect all friendly units within 12". If he does so, the casting value is increased to 12+.

2. THE SPEED OF LIGHT Cast on 8+

Light knows no burden of flesh, and nor do those that receive its blessing.

The Speed of Light is an augment spell with a range of 24". The target unit has Weapon Skill 10 and Initiative 10 until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell affect all friendly units within 12". If he does so, the casting value is increased to 16+.

3. LIGHT OF BATTLE Cast on 9+

Reaching into the Wind of Hysh, the Wizard draws forth ennobling energies to steady faint hearts.

Light of Battle is an augment spell with a range of 12". If fleeing, the target rallies immediately. Additionally, the target will pass all Leadership tests (regardless of modifiers) until the start of the caster's next Magic phase. The Wizard can instead choose to have his spell target all friendly units within 12". If he does so, the casting value is increased to 18+.

4. NET OF AMYNTOK Cast on 10+

The legendary Net of Amyntok was rumoured to have been woven to hold the Great Deceiver itself.

Net of Amyntok is a hex with a range of 24". The target unit must pass a Strength test every time it moves (included moving as a charger, fleeing, pursuing, moving compulsorily, etc.) or shoots or casts spells until the start of the caster's next Magic phase. If the test is passed, the target acts normally. If the test is failed, the unit is unable to perform the desired action, remaining in place and taking D6 Strength 4 hits from the net's barbs of light. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. BANISHMENT Cast on 10+

The purest light can destroy anything tainted by darkness.

Banishment is a magic missile with a range of 24" – the target suffers 2D6 hits. The Strength of the hits is equal to 4 plus the number of Wizards that know spells from the Lore of Light within 12" of the caster (not counting the caster himself). Successful ward saves taken against *Banishment* must be re-rolled. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

6. BIRONA'S TIMEWARP Cast on 12+

The Wizard infuses his allies with Light Magic, freeing them from the passage of time and speeding their actions.

Birona's Timewarp is an augment spell with a range of 12". The target's Movement is doubled, and its Attacks increased by 1 until the start of the caster's next Magic phase. The unit also gains the Always Strikes First special rule until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly units within 12". If he does so, the casting value is increased to 24+.

THE LORE OF LIFE

Jade Magic, Druid Lore, Animism

LIFEBLOOM *(Lore Attribute)*

Life needs little excuse to propagate, and even the casting of the simplest of spells can bring forth the full bloom of renewal. Its wholesome energies can reinvigorate and heal, reknitting broken bones and staunching blood loss. When a spell from the Lore of Life is successfully cast, the Wizard (or another friendly model within 12") instantly recovers a single Wound lost earlier in the battle.

EARTH BLOOD (Signature Spell) — Cast on 8+

Tapping into the Winds of Magic, the Wizard creates a charm of rebirth that bestows great resilience upon himself and his companions.

Earth Blood is an augment spell that is cast upon the Wizard and his unit (if any). They have the Regeneration (5+) special rule until the start of the caster's next Magic phase.

1. AWAKENING OF THE WOOD — Cast on 6+

Trees have long and wrathful memories, needing only a little magical encouragement to lash out with root and branch.

Awakening of the Wood is a direct damage spell with a range of 18" and causes D6 Strength 4 hits. If the target is even partially within a forest, the number of hits is increased to 2D6.

2. FLESH TO STONE — Cast on 8+

The Wizard transmutes his allies' mortal form to unyielding rock.

Flesh to Stone is an augment spell with a range of 24". The target unit has +2 to its Toughness value until the start of the caster's next Magic phase.

3. THRONE OF VINES — Cast on 8+

The Wizard fashions for himself a walking throne of vine and bracken, to renew and strengthen his connection with the living world.

Remains in play. *Throne of Vines* is an augment spell cast upon the Wizard. Whilst the spell is in effect, every time the Wizard miscasts, roll a dice. On a 2+, the miscast is ignored.

Furthermore, the Wizard's castings of the following spells have the additional benefits given below (it does not change the effects of spells that have already been cast):

- *Earth Blood* grants Regeneration (4+) rather than Regeneration (5+).
- *Awakening of the Wood* instead inflicts hits at Strength 6.
- *Flesh to Stone* instead adds +4 Toughness.
- *Regrowth* instead restores D6+1 wounds worth of models.
- *Shield of Thorns* instead hits at Strength 4.

4. SHIELD OF THORNS — Cast on 9+

At the Wizard's command, crawling brambles burst from the ground, forming a living barrier around his allies.

Remains in play. *Shield of Thorns* is an augment spell with a range of 24". At the end of each Magic phase, any enemy unit in base contact with the target suffers 2D6 Strength 3 hits.

5. REGROWTH — Cast on 12+

Invoking the name of Duthandor, lord of the ancient wildshrines, the Wizard infuses his fallen friends with fresh life, closing wounds and healing broken bones with supernatural speed.

Regrowth is an augment spell with a range of 24". The target unit instantly recovers D3+1 Wounds' worth of models slain earlier in the battle (cavalry count as 2 models). The wounds in the unit are regained in a strict order. First, the champion is resurrected, and then the musician (standard bearers are never resurrected – if the bearer's been slain, the banner is gone for good), displacing rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining wounds resurrect rank and file models (in the case of multiple wound rank and file models, the first resurrected models must be fully healed before another can be resurrected, and so on). These models are added to the front rank until it reaches at least five models – additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. *Regrowth* cannot take a unit beyond its starting size, and cannot be used to heal characters or their mounts. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value of *Regrowth* is increased to 15+.

6. THE DWELLERS BELOW — Cast on 18+

Gnarled creatures emerge from the ground, their steely strong fingers tearing at the foes' flesh, clutching their limbs and dragging them down to who knows what fate.

The Dwellers Below is a direct damage spell with a range of 12". Every model in the target unit must pass a Strength test or be slain, with no saves of any kind allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 21+.

THE LORE OF HEAVENS

Celestial Magic, Astromancy, Divination

ROILING SKIES *(Lore Attribute)*

Spells from the Lore of Heavens manipulate the ethers of the skies. Even a single cantrip can upset the delicate balance of the heavens, unleashing waves of force that buffet and pummel skybound creatures. When a spell from the Lore of Heavens targets an enemy flying unit or a model with the Fly special rule, the target suffers D6 Strength 4 hits, in addition to any other effects caused by the spell.

ICESHARD BLIZZARD (Signature Spell) Cast on 7+

Razor-sharp shards of ice hurl from the chill skies to blind and dishearten the foe.

Iceshard Blizzard is a hex with a range of 24". The target suffers a -1 modifier to all To Hit rolls (both shooting and close combat) and to its Leadership until the start of the caster's next Magic phase. Shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) is lost. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 10+.

1. HARMONIC CONVERGENCE Cast on 6+

Divining auspicious signs, the caster guides the minds of his fellow warriors.

Harmonic Convergence is an augment spell with a range of 24". Until the start of the caster's next Magic phase, the target re-rolls all To Hit, To Wound and armour save rolls of 1. The caster can choose to have this spell target all friendly units within 12". If he does so, the casting value is increased to 12+.

2. WIND BLAST Cast on 7+

The Wizard seizes the winds of the battlefield, directing them against the foe.

Wind Blast is a magic missile with a range of 24". The target is 'pushed' D3+1" directly away from the caster (it does not change facing). If the target unit comes into contact with impassable terrain it stops 1" away and suffers D6 Strength 3 hits. If the target unit comes into contact with another unit it stops 1" away and both units suffer D6 Strength 3 hits. Targets that cannot move are not pushed back at all, but still suffer D6 Strength 3 hits. The caster can choose to summon a more powerful wind that pushes the target back D6+2", rather than D3+1". If he does so, the casting value is increased to 14+.

3. CURSE OF THE MIDNIGHT WIND Cast on 10+

Only three words of this ancient tongue are known in modern days; three words to unleash a curse that was old when the world was young.

Curse of the Midnight Wind is a hex with a range of 24". The target must re-roll all 6s when rolling to hit, to wound and armour saves until the start of the caster's next Magic phase. The Wizard can instead choose to have this spell target all enemy units within 12". If he does so, the casting value is 20+.

4. URANNON'S THUNDERBOLT Cast on 10+

With a crack of thunder, the Wizard calls down an almighty ball of lightning and hurls it at the enemy.

Urannon's Thunderbolt is a magic missile with a range of 24" that causes D6 Strength 6 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. COMET OF CASANDORA Cast on 12+

Reaching out across the Winds of Magic into the highest heavens, the Wizard draws a wandering meteorite down towards the battlefield.

This spell is cast upon any fixed point on the tabletop. Place a suitable marker over the exact spot affected – a small coin is ideal for this. For as long as the spell lasts, the player rolls a D6 at the start of each player's following Magic phase. On a score of 1-3 nothing happens, but place another marker on the first. On the score of a 4-6 the comet strikes the spot. All units from either side that are within 2D6" are struck by the comet. Each unit struck by the comet takes 2D6 hits, +1 hit for each marker on the comet, at a Strength equal to 4 plus the number of markers on the comet. Once cast, the comet cannot be dispelled. The Wizard can choose to cast this spell so that the comet starts with two counters rather than one, and two counters are added each time the comet fails to land. If he does so, the casting value is increased to 24+.

6. CHAIN LIGHTNING Cast on 15+

Lightning bursts from the Wizard's hands and arcs across the battlefield, leaping from foe to foe with crackling fury.

Chain Lightning is a direct damage spell with a range of 24". *Chain Lightning* causes D6 Strength 6 hits. Once the damage has been resolved, roll a D6: on a 3 or more, choose an enemy within 6" of the initial target – the lightning leaps to that unit, which suffers D6 Strength 6 hits. Keep rolling for further victims (each within 6" of the last target struck), until the roll is failed or there are no more viable targets (a unit can only be the target of *Chain Lightning* once per Magic phase).

THE LORE OF SHADOW

Grey Magic, Legerdemain, Phantasmancy

SMOKE AND MIRRORS *(Lore Attribute)*

Shadow Wizards are masters of illusion and displacement, able to melt away into the mist as if they had never been there at all. Their spells often have minor cantrips of teleportation woven into the larger sorcery, unnoticed and unseen by the enemy. After a spell from the Lore of Shadow is successfully cast and resolved, the casting Wizard can choose to immediately swap places with a friendly character of the same troop type anywhere within 18".

MELKOTH'S MYSTIFYING MIASMA **Cast on 5+**
(Signature Spell)

The Wizard creates a numbing fog that causes his foolish foe to listlessly stagger and stumble.

Melkoth's Mystifying Miasma is a hex with a range of 48". The target unit's Weapon Skill, Ballistic Skill, Initiative or Movement (you choose which) is reduced by D3 (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to cast a more powerful version of this spell that instead reduces all four characteristics (don't roll a D3 for each – make one roll and apply it to all four characteristics). If he does so, the casting value of *Melkoth's Mystifying Miasma* is increased to 10+.

1. STEED OF SHADOWS **Cast on 5+**

A coal-black, insubstantial drake materialises to carry a hero away on wings of night.

Steed of Shadows is an augment spell that can be cast on the Wizard or a friendly character within 12". The target immediately makes a move using the Fly special rule as if it were the Remaining Moves sub-phase.

2. THE ENFEEBLING FOE **Cast on 10+**

Deceived by the Grey Wizard's wiles, the enemy's burdens lie impossibly heavy upon their shoulders.

Remains in play. *The Enfeebling Foe* is a hex spell with a range of 18". All models in the target unit have their Strength reduced by D3 (to a minimum of 1) for the duration of the spell. The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of *the Enfeebling Foe* is increased to 13+.

3. THE WITHERING **Cast on 13+**

The Wizard reaches into the minds of the foe, instigating nebulous images of weakness and doubt.

Remains in play. *The Withering* is a hex with a range of 18". All models in the target unit have their Toughness reduced by D3 (to a minimum of 1) for the duration of the spell. The Wizard can extend the range of this spell to 36". If he does so, the casting value is increased to 16+.

4. THE PENUMBRAL PENDULUM **Cast on 13+**

A ghostly razor-edged pendulum materialises in the air above the Wizard. On his single word of command, the pendulum swings towards the enemy, picking up speed as it does so. Is the pendulum real enough to kill or is it just a conjurer's trick? Only a fool would stand in its path to find out.

The Penumbral Pendulum is a direct damage spell. Extend a straight line, 6D6" in length, directly away from the caster. Each model in the way (determined as for a bouncing cannonball) must pass an Initiative test or suffer a Strength 10 hit causing Multiple Wounds (D3). The Wizard can choose to double *the Penumbral Pendulum's* range (making the distance twice the total rolled). If he does so, the casting value of the spell is increased to 18+.

5. PIT OF SHADES **Cast on 14+**

The Wizard opens a vortex to the infamous Pit of Shades. Terrified warriors fall screaming through the portal, plummeting to a dimension filled with shadow and the incessant wailing of 'those who dwell beyond'.

Pit of Shades is a direct damage spell. Place the small round template anywhere within 24" – it then scatters D6". All models underneath the template must pass an Initiative test or be dragged to their DOOM! (remove them as casualties with no saves of any kind allowed). The Wizard can choose to create a vaster portal, using the large template rather than the small template. If he does so, the casting value is increased to 17+ and the template scatters 2D6" rather than D6".

6. OKKAM'S MINDRAZOR **Cast on 18+**

The Wizard summons phantasmal weapons for his allies that shred the folds of consciousness and reason. Victims of these mindrazor believe themselves slain, and so they die.

Okkam's Mindrazor is an augment spell with a range of 18" and lasts until the start of the caster's next Magic phase. Models in the target unit use their Leadership instead of Strength when rolling to wound with all close combat attacks whilst the spell remains in effect (any Strength bonuses from weapons are ignored). The Wizard can choose to extend the range of this spell to 36". If he does so, the casting value of *Okkam's Mindrazor* is increased to 21+.

THE LORE OF DEATH

Amethyst Magic, Necromancy, Soul-stealing

LIFE LEECHING *(Lore Attribute)*

Wizards who practise the magic of death can channel the life-force of foes into their spells. When a Lore of Death spell is resolved, roll a D6 for each unsaved wound caused by the spell (models removed by the Purple Sun of Xereus each add a number of dice equal to their Wounds characteristic). For each 5 or 6 rolled on these additional dice, the Wizard immediately adds a dice to his army's power pool.

SPIRIT LEECH (SIGNATURE SPELL) Cast on 7+

The Wizard extends an ebon hand towards the chosen foe, leeching its spirit through tainted sorcery.

Spirit Leech is a direct damage spell with a range of 12" that targets a single enemy model (even a character in a unit). Both caster and target roll a D6 and add their respective unmodified Leadership values. For every point the caster wins by, the target suffer a wound, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 10+.

1. ASPECT OF THE DREADKNIGHT Cast on 4+

An invisible aura of horror surrounds the Wizard's allies. Only the bravest foes will now stand before them.

Aspect of the Dreadknight is an augment spell with a range of 24". The target unit causes Fear until the start of the caster's next Magic phase. The Wizard can choose to make the target even more horrifying if he wishes, and cause Terror, rather than Fear. If he does so, the casting value is increased to 9+.

2. THE CARESS OF LANIPH Cast on 6+

Laniph was an Arabyan sorceress whose ardent passions were eclipsed only by her capriciousness. It takes little effort to call her back from the spirit world to caress a new lover of the caster's choosing...

The Caress of Laniph is a direct damage spell with a range of 12" that targets a single enemy model (even a character in a unit). If successfully cast, the target suffers a number of hits equal to 2D6 minus his own Strength. Hits from *the Caress of Laniph* cause a wound on a roll of 4+, with no armour saves allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 12+.

3. SOULBLIGHT Cast on 9+

Harnessing the sickly power of Shyish, the Wizard weakens his foes' will to survive the battle.

Soulblight is a hex spell with a range of 24". The target has -1 Strength and -1 Toughness (to a minimum of 1) until the start of the caster's next Magic phase. The Wizard can choose to have this spell target all enemy units within 24" – in which case the casting value is 18+.

4. DOOM AND DARKNESS Cast on 10+

Spirits of the departed assail the caster's foes, sapping their resolve.

Remains in play. *Doom and Darkness* is a hex spell with a range of 24". The target suffers a -3 penalty to its Leadership. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 13+.

5. THE FATE OF BJUNA Cast on 13+

Bjuna was a mighty warrior, so the story goes, but famously never smiled – leastways not until the trickster god cursed him to laugh until his sides ruptured and split. Tellers of this tale cannot agree whose fate was worse: Bjuna's, or the servants who had to clean up the mess.

The Fate of Bjuna is a direct damage spell with a range of 12" and targets a single enemy model (even a character in a unit). The target suffers a number of hits equal to 2D6 minus his own Toughness. Hits from *the Fate of Bjuna* cause a wound on a roll of 2+, with no armour saves allowed. If the target survives, he is subject to Stupidity for the remainder of the game.

6. THE PURPLE SUN OF XEREUS Cast on 15+

A colossal orb of purple-edged darkness materialises upon the battlefield. Those who do not escape its touch are turned to inert and unfeeling crystal.

Remains in play. *The Purple Sun* is a magical vortex that uses the small round template. Once the template is placed, the player then nominates the direction in which the Purple Sun will move.
To determine how many inches the template moves, roll an artillery dice and multiply the result by 3. Any model touched by the template must pass an Initiative test or be slain outright with no saves of any kind allowed. If the result on the artillery dice is a misfire, centre the template on the caster and roll a scatter dice and a D6. The template moves the number of inches equal to the result of the D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol). In either event, in subsequent turns, the Purple Sun travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, the Purple Sun collapses in upon itself and is removed. A particularly brave Wizard can infuse *the Purple Sun of Xereus* with more power, so that it uses the large round template instead. If he does so, the casting value is 25+.

MAGIC ITEMS

The Warhammer world is rich in magical artefacts and holy relics of great power. Soul-drinking swords, impenetrable suits of armour, ancient tomes of sorcerous knowledge and lost rings of incalculable might – many a war has been fought solely for the possession of such treasures and the power they bestow.

SELECTING MAGIC ITEMS

Each Warhammer Armies book describes in detail the many different kinds of magic item that each army can use. Here we shall examine the magic items that are commonly used by all races. Where a model has the option of choosing one or more magic items, it will be clearly stated in his army list entry, as will any restrictions on the magic items he can take. If a magic item is listed both here and in your Warhammer Armies book, use the points value printed with the latter – some races have lesser or greater access to certain magic items, which is reflected in their points value.

In addition to any specific restrictions noted in the relevant Warhammer Armies book, there are rules that govern the selection of all magic items, regardless of the bearer's allegiance. These can be summarised as follows:

UNIQUE

Magic items are considered to be unique – you can only have one of each in your army unless otherwise stated in the magic item's rules. Whilst I describe the magic items in this appendix as 'common' I mean to say that they are common to all armies in the Warhammer world and not that they are commonplace in any sense. Even the least potent magic item is a dangerous device, steeped in the fickle powers of sorcery, and is extremely rare. A fortunate hoarder of trinkets can consider himself lucky to see one example of a particular 'common' magic item in his lifetime, if at all.

High Elf Mage

BALANCE OF POWER

Usually, only characters can carry magic items. Each model can only carry one of each type of magic item. Magic items are divided into six categories: Magic Weapons, Magic Armour, Talismans, Enchanted Items, Arcane Items and Magic Standards. Each category covers a particular kind of item and 'family' of effects – Magic Weapons give bonuses to a model's fighting skill, for example, whilst Talismans provide protection. A model can only ever choose one item from each category. If he were to do otherwise, the magical emanations from two similar types of item would overlap, cancel out and ultimately explode in a suitably messy fashion (although it would probably look very spectacular, so it wouldn't be a complete loss). The only exceptions to this rule are some special characters, who might well have two magical weapons, for example. In these (rare) cases, we assume that magical safeguards have been built in to the items so that both can be borne by the same individual.

MAGICAL INTERFERENCE

Wizards cannot choose magic armour unless they have an option for 'normal' armour. Magic is the stuff of dreams and nebulous imagination, and rests uneasily alongside the physical. There is little more real and physical than wrought metal, and its tenacious actuality casts a peculiar and unyielding shadow in a Wizard's mind. As a result, most Wizards cannot wield the Winds of Magic if they wear armour of any kind – their magical senses are smothered by the armour's embrace – and so cannot choose an item of Magic Armour.

The only exception to this is when a Wizard has armour as part of his standard equipment or an option for 'normal' armour, such as light armour, or a shield. Such sorcerers have trained their mind to focus and can wear armour without confusion or penalty. The chief examples of this kind of Wizard are the dread Chaos Sorcerers of the frozen north.

MAGIC WEAPONS

Magic weapons are artefacts of bloodshed, pure and simple – they grant the wielder extra abilities or an increased characteristic profile so that he might better slay his enemies.

Unless otherwise stated, a magic weapon is treated as a hand weapon, and follows the rules for such, with these exceptions:

- A magic weapon cannot be used alongside an additional hand weapon to gain an extra attack.
- A magic weapon cannot be used alongside a shield to gain a parry save.

PAIRED WEAPONS

Paired weapons are Magic Weapons that are bought as a pair. In addition to their other effects, paired weapons grant the bearer the Extra Attack special rule.

WHAT'S IN A NAME?

The magic weapons listed below often have a name that describes them as specifically being a sword or another particular type of weapon. This doesn't mean that the model has to have a sword to use the 'Ogre Blade'. We can simply assume that his axe, hammer or other suitable hand weapon has the same properties and is, for example, an 'Ogre Axe'.

I'M USING THIS ONE

A character that has a magic close combat weapon cannot use any other close combat weapons (his magic weapon is his pride and joy, and he's sure as sunrise going to use it). If a character has more than one magic weapon, he must choose which one to use at the start of the combat (unless a rule specifies that both can be used at the same time) – the chosen weapon must be used for the duration of the combat.

GIANT BLADE 60 points
Close combat attacks made with this sword are resolved at +3 Strength.

SWORD OF BLOODSHED 60 points
The wielder has +3 Attacks.

OBSIDIAN BLADE 50 points
Armour saves cannot be taken against wounds caused by the Obsidian Blade.

OGRE BLADE 40 points
Close combat attacks made with this sword are resolved at +2 Strength.

SWORD OF STRIFE 40 points
This wielder of the Sword of Strife has +2 Attacks.

FENCER'S BLADES 35 points
Paired weapons. The bearer has Weapon Skill 10.

SWORD OF ANTI-HEROES 30 points
The bearer has +1 Strength and +1 Attack for every enemy character in base contact with him or his unit. These bonuses are calculated at the start of each round of close combat and last until its end.

SPELLTHIEVING SWORD 25 points
A Wizard that suffers unsaved wounds from the Spellthieving Sword loses one of his spells (determined randomly) for each unsaved wound.

SWORD OF SWIFT SLAYING 25 points
The wielder of the Sword of Swift Slaying has the Always Strikes First special rule.

SWORD OF BATTLE 20 points
The wielder has +1 Attack.

BERSERKER SWORD 20 points
The bearer has the Frenzy special rule and can never lose his Frenzy.

SWORD OF MIGHT 20 points
Close combat attacks made with this sword are resolved at +1 Strength.

GOLD SIGIL SWORD 15 points
Attacks from the Gold Sigil Sword are made at Initiative 10.

SWORD OF STRIKING 15 points
Attacks made with the Sword of Striking receive a +1 bonus to hit.

BITING BLADE 10 points
Close combat attacks made by the Biting Blade are armour piercing.

RELIC SWORD 10 points
Attacks made with the Relic Sword will always wound on a 5+, unless they would normally need a lower result.

SHRIEKING BLADE 10 points
The bearer causes Fear.

TORMENTOR SWORD 5 points
A monster or character that suffers an unsaved wound from the Tormentor sword has the Stupidity special rule for the rest of the game.

WARRIOR BANE 5 points
A monster or character that suffers unsaved wounds from Warrior Bane permanently loses one Attack for each unsaved wound (to a minimum of Attacks 1).

Dwarf Thane

Queen Khalida

MAGIC ARMOUR

This section contains enchanted suits of armour – magical breastplates, ensorcelled shields, and so on. Only the most influential characters will be clad in magical armour from top to toe. Most characters might have a single piece of magical armour, which they combine with ordinary pieces of equipment.

Except where otherwise stated, magical suits of armour and shields follow the same rules as mundane ones, but keep in mind that:

- A model can only have one suit of armour and one shield, so if you give a model a magical suit of armour or a magical shield, it replaces any mundane equivalent already worn by the model.
- A magic shield is treated as a normal shield, but cannot be used alongside a hand weapon to gain a parry save.

ARMOUR OF DESTINY 50 points
Heavy armour. The Armour of Destiny grants the wearer a 4+ ward save.

TRICKSTER'S HELM 50 points
The wearer counts his armour save as being one point higher than normal. Any successful roll to wound made against the wearer of the Trickster's Helm must be re-rolled.

ARMOUR OF SILVERED STEEL 45 points
The Armour of Silvered Steel grants its wearer a 2+ armour save that cannot be improved by any means.

ARMOUR OF FORTUNE 35 points
Heavy armour. The Armour of Fortune grants the wearer a 5+ ward save.

HELM OF DISCORD 30 points
The wearer counts his armour save as being one point higher than normal. In addition, at the start of each Close Combat phase, choose an enemy character in base contact with the bearer or his unit. That character must immediately take a Leadership test. If the test is failed, the character succumbs to the helm's sibilant whispers of malice and jealousy. In this Close Combat phase, the victim cannot make attacks and is hit automatically.

GLITTERING SCALES 25 points
Light armour. Enemies suffer a -1 to hit penalty when attempting to strike the wearer in close combat.

SHIELD OF PTOLOS 25 points
Shield. The bearer has a 1+ armour save against shooting attacks.

SPELLSHIELD 20 points
Shield. The bearer gains Magic Resistance (1).

GAMBLER'S ARMOUR 20 points
Heavy armour. The Gambler's Armour grants the wearer a 6+ ward save.

DRAGONHELM 10 points
The wearer counts his armour save as being one point higher than normal. The wearer has a 2+ ward save against flaming attacks.

ENCHANTED SHIELD 5 points
Shield. The bearer counts his armour save as being two points higher than normal, rather than the usual one point that a shield would normally grant.

CHARMED SHIELD 5 points
Shield. One use only. The first hit suffered by the bearer of the Charmed Shield is discounted on a roll of 2+.

TALISMANS

The Talismans category includes charms, amulets and other tokens of protection.

TALISMAN OF PRESERVATION 45 points
The Talisman of Preservation grants the bearer a 4+ ward save.

OBSIDIAN LODESTONE 45 points
The Obsidian Lodestone grants Magic Resistance (3).

TALISMAN OF ENDURANCE 30 points
The Talisman of Endurance grants the bearer a 5+ ward save.

OBSIDIAN AMULET 30 points
The Obsidian Amulet grants the bearer Magic Resistance (2).

DAWNSTONE 25 points
The bearer re-rolls failed armour saves.

OPAL AMULET 15 points
One use only. The Opal Amulet bestows a 4+ ward save against the first wound suffered by the bearer, after which its power fades and it cannot be used again during the game.

OBSIDIAN TRINKET 15 points
The Obsidian Trinket grants Magic Resistance (1).

TALISMAN OF PROTECTION 15 points
The Talisman of Protection grants the bearer a 6+ ward save.

SEED OF REBIRTH 10 points
The bearer of the Seed of Rebirth has the Regeneration (6+) special rule.

DRAGONBANE GEM 5 points
The bearer of the Dragonbane Gem has a 2+ ward save against flaming attacks.

PIDGEON PLUCKER PENDANT 5 points
This item grants the bearer a 5+ ward save against wounds caused in close combat by models that have the Fly special rule.

LUCKSTONE 5 points
One use only. The Luckstone allows the bearer to re-roll a single failed armour save.

MAGIC STANDARDS

Some units are allowed to carry magic banners, as detailed in their army list entry. A Magic Standard can only be carried by a standard bearer, as shown in the army list in the relevant Warhammer Armies book.

The only character permitted to carry a Magic Standard is the army's Battle Standard Bearer.

RAMPAGER'S STANDARD 55 points
A unit with this magic standard can re-roll its charge distance dice.

WAILING BANNER 50 points
A unit with this banner causes Terror in its enemies.

RANGER'S STANDARD 50 points
A unit with the Ranger's Standard has the Strider special rule.

RAZOR STANDARD 45 points
Models in a unit with the Razor Standard have the Armour Piercing special rule.

WAR BANNER 35 points
A unit with this banner adds +1 to combat resolution.

BANNER OF SWIFTNESS 15 points
Models in a unit with the Banner of Swiftness have +1 to their Movement characteristic.

LICHEBONE PENNANT 15 points
Models in a unit with the Lichebone Pennant have Magic Resistance (1).

STANDARD OF DISCIPLINE 15 points
Models in a unit with the Standard of Discipline have +1 Leadership, but cannot use the General's Inspiring Presence special rule.

BANNER OF ETERNAL FLAME 10 points
Models in a unit with the Banner of Eternal Flame have Flaming Attacks.

GLEAMING PENNANT 5 points
One use only. A unit with the Gleaming Pennant can re-roll its first failed Leadership test.

SCARECROW BANNER 5 points
A unit with the Scarecrow Banner causes Fear in models with the Fly special rule.

Lizardman Standard Bearer

ARCANE ITEMS

Arcane items are items that enhance a Wizard's magical powers in some fashion. Only a character with a Wizard level can carry an Arcane Item. Characters with no sensitivity to magical essences and mysteries will either find an Arcane Item useless and inert, or have their brains sucked out through their ears should they try to use it.

BOOK OF ASHUR 70 points
The bearer receives a +1 bonus on attempts to cast and dispel.

FEEDBACK SCROLL 50 points
One use only. When an enemy spell has been cast, a Wizard who has a Feedback Scroll can read it instead of attempting to dispel the spell.

The spell is cast as normal, but, after the spell has been resolved, roll a dice for every dice used to cast the spell. The casting Wizard takes a wound for every result of 5+ rolled, with no armour saves allowed.

SCROLL OF LEECHING 50 points
One use only. When an enemy spell has been cast, a Wizard who has a Scroll of Leeching can read it instead of attempting to dispel the spell. The spell is cast as normal, but, after the spell has been resolved, the bearer of the scroll adds a number of dispel dice to his pool equal to the number of dice used to cast the spell (remember that your dispel pool cannot exceed 12 dice).

SIVEJIR'S HEX SCROLL 50 points
One use only. When an enemy spell has been cast, a Wizard who has a Hex Scroll can read it instead of attempting to dispel the spell. The spell is cast as normal, but a portion of the spell's energy is transformed and redirected at the caster. The enemy wizard can resist the spell's effects by rolling equal to or under his wizard level on a D6. If he fails, an amphibian transformation takes hold and he becomes a small, slimy toad! Whilst transformed, the wizard cannot channel or cast spells, all of his magic items and mundane equipment (armour, weapons, etc.) temporarily stop working and all of his characteristics are reduced to 1 (except for his wounds, which are unaffected). His controlling player can roll a D6 at the start of each of his subsequent magic phases; the spell dissipates on a roll of 4+ and the wizard returns to his normal form (but still attempts to eat flies for several days afterward).

POWER SCROLL 35 points
One use only. A Power Scroll can be used when the Wizard makes a casting attempt. During that casting attempt, any roll of a double will cause irresistible force (and a miscast).

WAND OF JET 35 points
One use only. The bearer can increase one of his casting results by an additional +D6, after other casting dice have been rolled. This extra power dice can contribute to casting a spell with irresistible force (and a miscast).

FORBIDDEN ROD 35 points
One use only. The forbidden rod adds +D6 dice to the power pool at the start of the caster's own magic phase, but also inflicts D3 wounds on the bearer (with no armour saves allowed).

TRICKSTER'S SHARD 25 points
One use only. Declare you are using this item at the start of one of your magic phases. For the duration of the phase, when one of the bearer's spells is dispelled by an enemy wizard, roll a D6. On a 5+, that wizard suffers a wound with no armour saves allowed.

EARTHING ROD 25 points
One use only. If the wizard rolls on the miscast table he can re-roll the result.

DISPEL SCROLL 25 points
One use only. When an enemy spell has been cast, a wizard who has a dispel scroll can read it instead of attempting to dispel the spell by using dispel dice. This automatically dispels the enemy spell; no dice roll is required. Note that even a dispel scroll will not help if the spell has been cast with irresistible force. Note also that a dispel scroll cannot be used to dispel spells that remain in play other than at the moment they are cast.

POWER STONE 20 points
One use only. The Wizard can declare that he is using the power stone immediately before casting a spell. If he does so, two extra dice are added to the power dice that he is going to roll (you still need to roll at least one dice from the power pool).

SCEPTRE OF STABILITY 15 points
One use only. The bearer can choose to increase one of his dispel results by an additional +D6, after his other dispel dice have been rolled. This extra dispel dice can contribute to dispelling with irresistible force.

CHANNELLING STAFF 15 points
The Wizard adds +1 to all of his channeling attempts.

SCROLL OF SHIELDING 15 points
One use only. When an enemy spell has been cast, a Wizard who has a Scroll of Shielding can read it instead of attempting to dispel the spell. The spell is cast as normal, but the target of the spell is granted a 4+ ward save against any wounds caused by the spell.

Wood Elf Spellweaver

ENCHANTED ITEMS

The Enchanted Items category includes all manner of wonderful artefacts too unique or specific to be included in another category. They are often amongst the most prized magical items to possess.

Chaos Sorcerer of Tzeentch

WIZARDING HAT 100 points
The wearer is treated as being a Level 2 Wizard who can use a randomly chosen spell lore. However, he also has the Stupidity special rule.

FOZZRIK'S FOLDING FORTRESS 100 points
After deployment zones have been agreed, but before the armies have been deployed, place a watchtower building (or scratch-built structure of a similar size) in your deployment zone to represent the Folding Fortress. This is treated as a standard building (see page 126 for details).

If you do not have a suitable building to place, you cannot use Fozzrik's Folding Fortress.

ARABYAN CARPET 50 points
Infantry or monstrous infantry models on foot only. The owner of this magical carpet has the Fly special rule. However, he cannot join units.

CROWN OF COMMAND 35 points
The bearer of the Crown of Command has the Stubborn special rule.

HEALING POTION 35 points
One use only. The Healing Potion can be drunk at the start of the controlling player's turn. The imbiber immediately recovers D6 Wounds lost in the battle.

FEATHERFOE TORC 35 points
Flying creatures (and their riders) must re-roll successful rolls to hit against the bearer (and any unit he is with) in close combat.

RUBY RING OF RUIN 25 points
Bound spell (power level 3). The Ruby Ring of Ruin contains the Fireball spell (see the Lore of Fire).

THE TERRIFYING MASK OF EEE! 25 points
The wearer of this mask causes Terror. However, other models can never use his Leadership.

POTION OF STRENGTH 20 points
One use only. The Potion of Strength can be drunk at the start of any player's turn. The imbiber has +3 Strength until the end of the turn.

POTION OF TOUGHNESS 20 points
One use only. The Potion of Toughness can be drunk at the start of any player's turn. The imbiber has +3 Toughness until the end of the turn.

THE OTHER TRICKSTER'S SHARD 15 points
Models in base contact with the bearer (friends and foes) must re-roll successful ward saves.

IRONCURSE ICON 5 points
The character (and any unit he is with) gain a 6+ ward save against war machine weapons.

POTION OF FOOLHARDINESS 5 points
One use only. The Potion of Foolhardiness can be drunk at the start of any player's turn. The imbiber has the Immune to Psychology and the Devastating Charge special rules until the end of the player turn.

POTION OF SPEED 5 points
One use only. The Potion of Speed can be drunk at the start of any player's turn. The imbiber has +3 Initiative until the end of the turn.

SUMMARY

PLAYER TURN

1. MOVEMENT PHASE

Under normal circumstances, each unit can act in just one of the following sub-phases:

i. Start of Turn
ii. Charge
iii. Compulsory Moves
iv. Remaining Moves

2. MAGIC PHASE

Roll for Winds of Magic, then follow the steps below until the player cannot, or does not wish to, cast any more spells:

i. Cast
ii. Dispel
iii. Spell Resolution
iv. Next Spell

3. SHOOTING PHASE

Work through each unit that wishes to shoot, one by one, following the steps below:

i. Nominate Unit to Shoot
ii. Choose A Target
iii. Roll to Hit
iv. Roll to Wound
v. Take Saving Throws
vi. Remove Casualties

4. CLOSE COMBAT PHASE

The player whose turn it is decides which order to resolve close combats, each time following the steps below:

i. Fight a Round of Close Combat
ii. Calculate Close Combat Result
iii. Loser takes a Break Test
iv. Flee and Pursue

Empire Priest

MOVEMENT

MOVEMENT TYPES SUMMARY

All Movement is calculated at the speed of the slowest model in the unit.

Normal Move	=	Movement Characteristic
March Move	=	Movement Characteristic x 2
Charge Roll	=	Movement Characteristic + 2D6*
Flee Roll	=	2D6*
Pursue Roll	=	2D6*

** If the unit has the Swiftstride special rule, roll 3D6 and use the two highest dice scores.*

SHOOTING

TO HIT

Ballistic Skill	1	2	3	4	5	6	7	8	9	10
To Hit score	6	5	4	3	2	1	0	-1	-2	-3

SHOOTING MODIFIERS

Moving and Shooting	-1
Firing at Long Range	-1
Standing and Shooting	-1
Target Behind Soft Cover	-1*
Target Behind Hard Cover	-2*
Target has Skirmishers special rule	-1

** If the target is in both soft and hard cover, use only the hard cover modifier.*

7+ TO HIT

7	6 followed by a 4, 5 or 6
8	6 followed by a 5 or 6
9	6 followed by a 6
10+	Impossible!

COMBAT

COMBAT RESULT POINTS

Wounds Inflicted	+1 combat result for each wound inflicted.
Charge!	+1 combat result if the unit charged.
Extra Ranks	+1 combat result for each extra rank with at least five models, to a maximum of +3. Count the highest rank bonus on your side in the fight.*
Standard	+1 combat result for one or more standard bearers.
Flank Attack	+1 combat result if your unit is fighting the enemy unit's flank.**
Rear Attack	+2 combat result if your unit is fighting the enemy unit's rear.**
The High Ground	+1 combat result if one or more of your units charged downhill.
Battle Standard	+1 combat result for one or more Battle Standard Bearers.
Overkill	+1 combat result per excess wound caused in a challenge, to a maximum of +5.

* *Cannot be claimed by units that are being attacked in the flank or rear by enemies that themselves have one or more extra rank.*

** *Can only be claimed once per facing, per unit.*

TO HIT CHART

ATTACKER'S WEAPON SKILL	TARGET'S WEAPON SKILL 1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

ARMOUR SAVES

Armour	Saving Throw
None	None
Light armour	6+
Light armour and shield	5+
Heavy armour	5+
Heavy armour and shield	4+
Mounted + no armour	6+*
Mounted + light armour	5+*
Mounted + light armour and shield	4+*
Mounted + heavy armour	4+*
Mounted + heavy armour and shield	3+*

* *If the model's mount has barding, these saves improve by one point.*

ARMOUR SAVE MODIFIER TABLE

Strength	4	5	6	7	8	9	10
Modifier	-1	-2	-3	-4	-5	-6	-7

TO WOUND CHART

ATTACKER'S STRENGTH	TARGET'S TOUGHNESS 1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
3	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
5	2+	2+	2+	3+	4+	5+	6+	6+	6+	6+
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	6+
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

PANIC

A unit immediately takes a Panic test when:

- A unit suffers 25% casualties.
- A friendly unit is destroyed within 6".
- A friendly unit fails a break test within 6".
- It is fled through by a friendly unit.

Only one Panic test is taken per phase.

MAGIC

GENERATING POWER AND DISPEL DICE

i. Roll 2D6 for Winds of Magic.
ii. Power Pool = total result.
iii. Dispel Pool = highest scoring dice result.
iv. Every Wizard channels one extra dice on the roll of a 6.
v. Neither the power nor the dispel pool can exceed 12 dice.

CASTING SUMMARY

If the dice roll + caster's Wizard level (the casting total) beats the spell's casting value, the spell is cast.

However...

- ...if the total dice roll is less than 3, the spell fails.
- ...if two or more 6s are rolled, the spell is both cast with irresistible force, and miscast.
- Spells cast with irresistible force cannot be dispelled.

DISPELLING SUMMARY

If the dice roll + dispelling Wizard's level (the dispel total) beats the spell's casting total, the spell is dispelled.

However...

- ...if the total of the dice roll is less than 3, the dispel fails.
- ...if the dispel attempt contains two or more 6s, the dispel automatically succeeds.

SPELL TYPES	DIRECT DAMAGE	MAGIC MISSILES	AUGMENT	HEX	MAGICAL VORTEX
Lie within forward arc?	Y	Y	N	N	Y
Needs line of sight?	N	Y	Y	Y	Y
Must be within range?	Y	Y	Y	Y	Y
Can be targeted into combat?	N	N	Y	Y	n/a
Targets friends	N	N	Y	N	n/a
Targets enemies	Y	Y	N	Y	n/a

MISCAST TABLE

2D6	RESULT
2-4	**Dimensional Cascade.** Centre the large round template over the Wizard – every model underneath the template (including the Wizard) suffers a Strength 10 hit. Once the damage has been resolved, roll a D6. On the score of 3 or less, the Wizard is removed as a casualty. On a roll of 4-6, D6 dice are lost from the power pool instead.
5-6	**Calamitous Detonation.** Centre the small round template over the Wizard – every model underneath the template (including the Wizard) suffers a Strength 10 hit. Additionally, D6 dice are lost from the power pool.
7	**Detonation!** All models in base contact with the Wizard (but not the Wizard himself) suffer a Strength 10 hit. Additionally, D6 dice are lost from the power pool.
8-9	**Magical Feedback.** The Wizard and every model on the same side that can generate power or dispel dice suffer a Strength 6 hit. Additionally, D6 dice are lost from the power pool.
10-12	**Power Drain.** The Wizard's level is reduced by D3, to a minimum of 0 and he forgets a single spell for each Wizard level lost (the first is the spell that was miscast – other spells lost are determined randomly). The Wizard cannot attempt to cast further spells this phase.

REFORMING

TYPE	WHEN	Ld TEST?
'Normal' Reform	Before moving	No
Swift Reform	Test after making a normal reform	Yes*
Combat Reform (lost fight)	After passing Break test	Yes**
Combat Reform (won/drew fight)	After enemy has passed Break test	No
Restrain and Reform	After enemy has fled from combat	Yes
Restrain and Reform	After wiping out all combat enemies	No

* *Requires a musician.*

** *Leadership test is modified by the amount the fight was lost by.*

TROOP TYPES

	RANK WIDTH	HORDE WIDTH	SUPPORTING ATTACKS	SWIFT-STRIDE?
Infantry	5	10	1	No
War Beasts	5	10	1	Yes
Cavalry	5	10	1*	Yes
Monstrous Infantry	3	6	Up to 3	No
Monstrous Beasts	3	6	Up to 3	Yes
Monstrous Cavalry	3	6	Up to 3*	Yes
Monsters	n/a	n/a	n/a	No
Chariot	n/a	n/a	No	Yes
Swarms	5	10	1	No

* *The mount does not make supporting attacks.*

BLACK POWDER WAR MACHINE MISFIRE CHART

D6	RESULT
1-2	**Destroyed!** The war machine is destroyed.
3-4	**Malfunction.** The war machine cannot fire this turn or the next.
5-6	**May Not Shoot.** The war machine can shoot as normal again next turn.

STONE THROWER MISFIRE CHART

D6	RESULT
1	**Destroyed!** The war machine is destroyed.
2-3	**Disabled.** The stone thrower suffers a wound and cannot fire this turn or the next
4-6	**May Not Shoot.** The war machine can shoot as normal again next turn.

ALLIES CHART

	TRUSTED	SUSPICIOUS	DESPERATE
Can use allied General's Inspiring Presence	Yes	No	No
Can use allied battle standard's Hold Your Ground	*	No	No
Can be joined by allied characters	Yes	No	No
Cause Panic tests in allies	Yes	Yes	No
Are treated as friendly units for the purposes of spells	Yes	Yes	No
Have to take Dangerous Terrain tests when fleeing through allies	No	No	Yes
Can use allied battle standard if the same race	Yes	No	No

* *Only if they are chosen from the same Armies book.*

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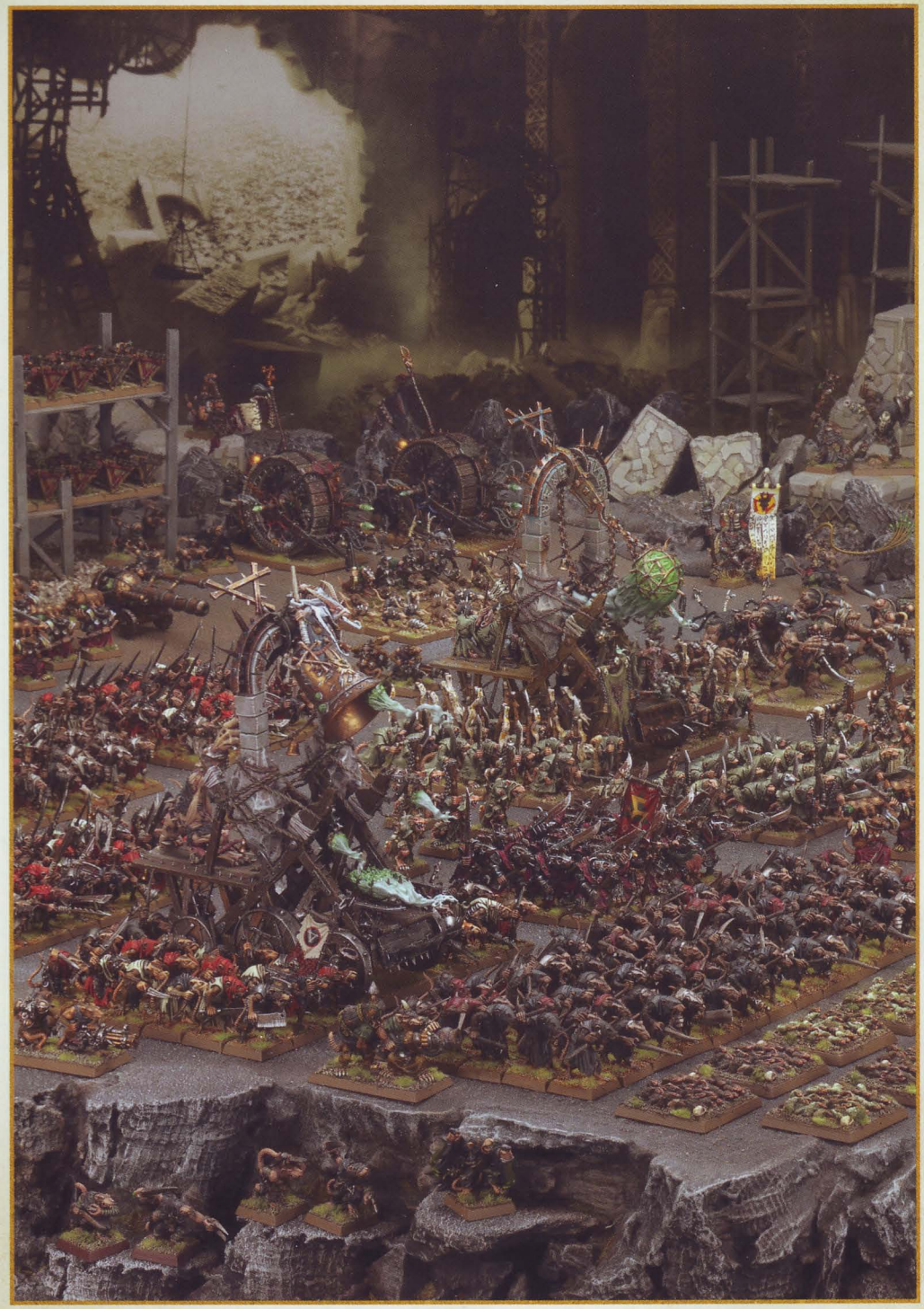

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